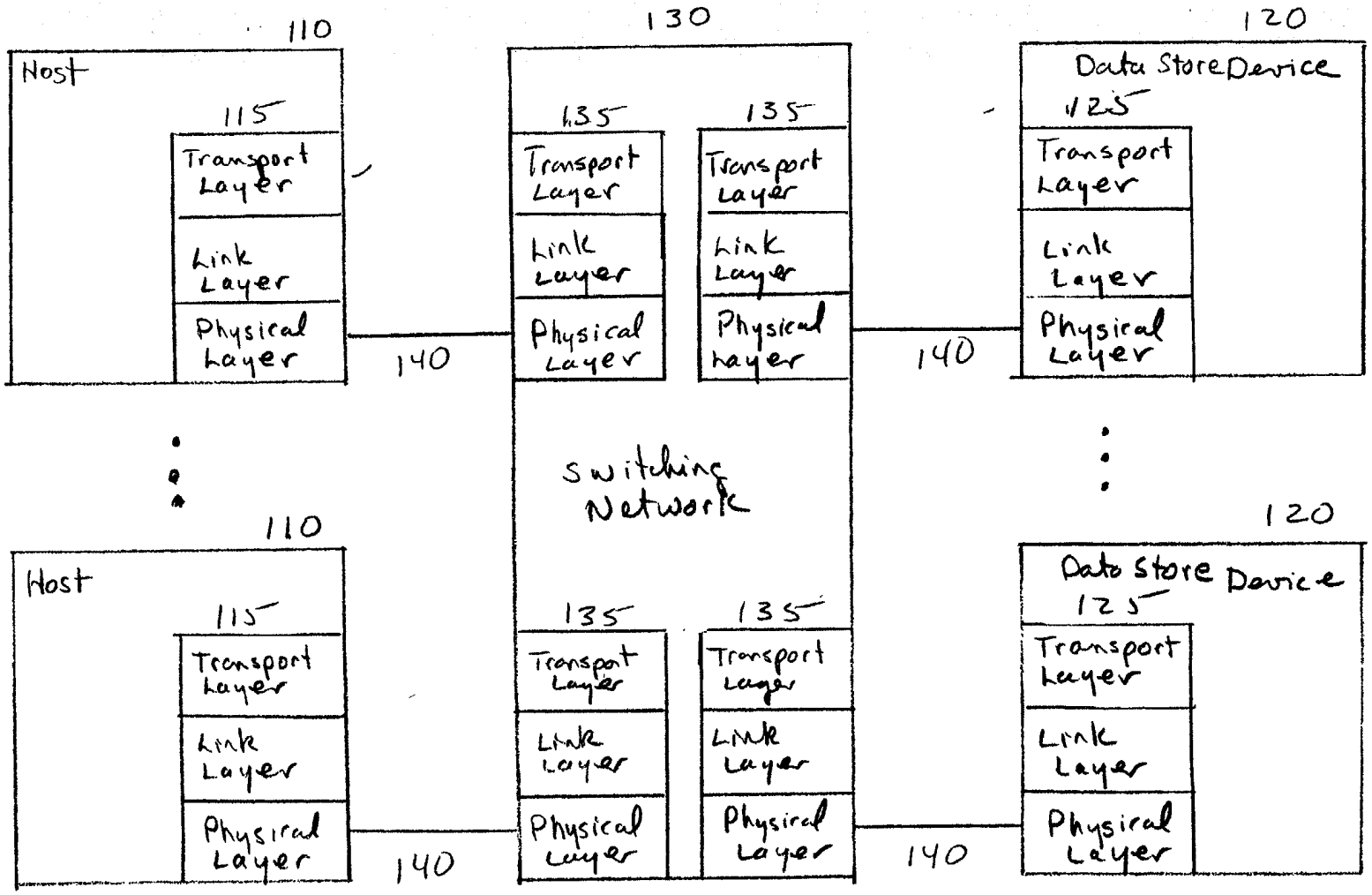


Fig 1

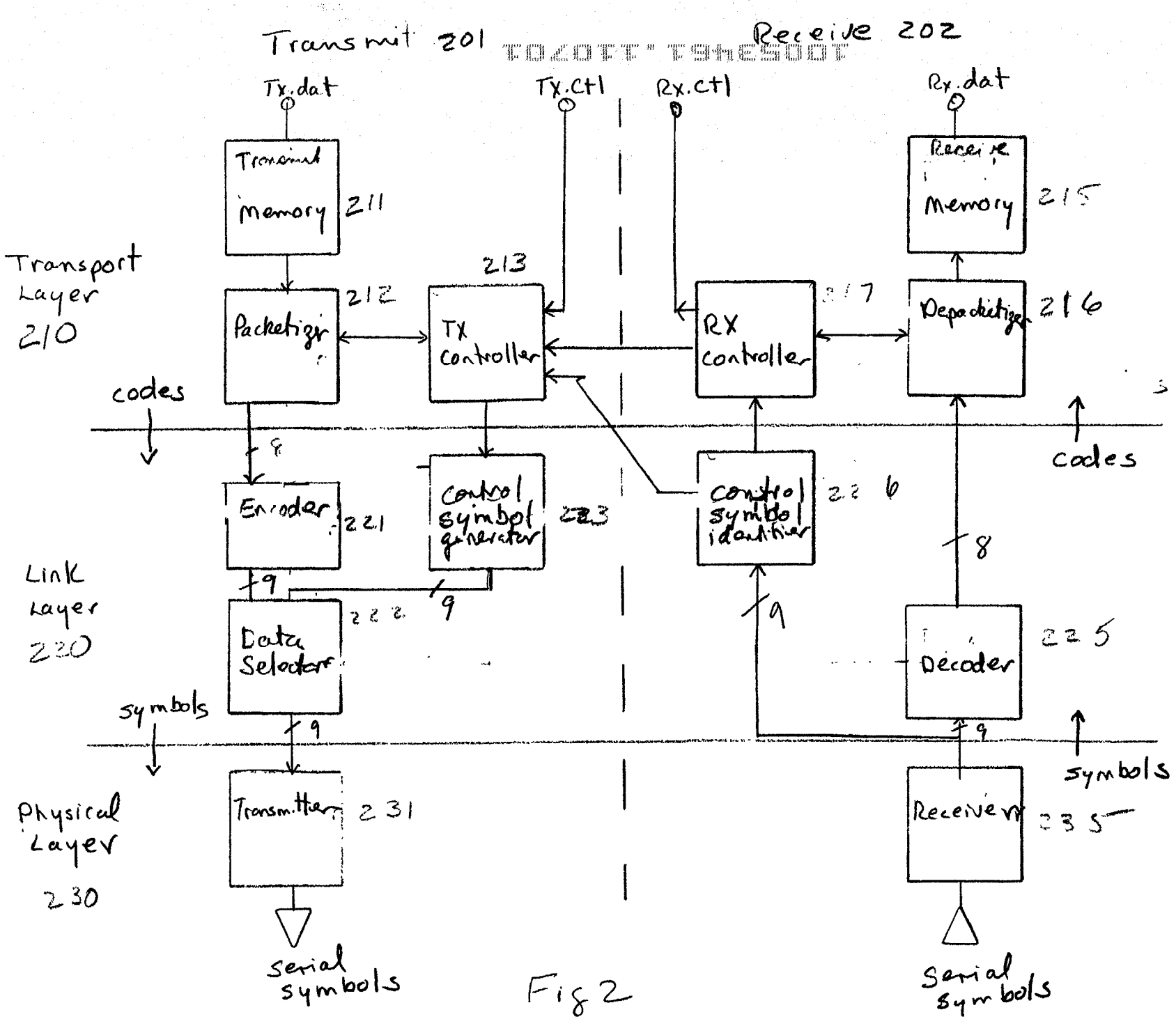

Transmit 201
Receive 202
Tx.dat
Tx.Ctl
Rx.Ctl
Rx.dat
Transmit memory 211
Packetizer 212
213
TX controller
RX controller 217
Receive Memory 215
Depacketizer 216
Transport Layer 210
codes
8
Encoder 221
control symbol generator 223
control symbol identifier 226
9
Data Selector 222
Decoder 225
Link Layer 230
symbols
Transmitter 231
Receiver 235
Physical Layer 230
serial symbols
serial symbols

Fig 2

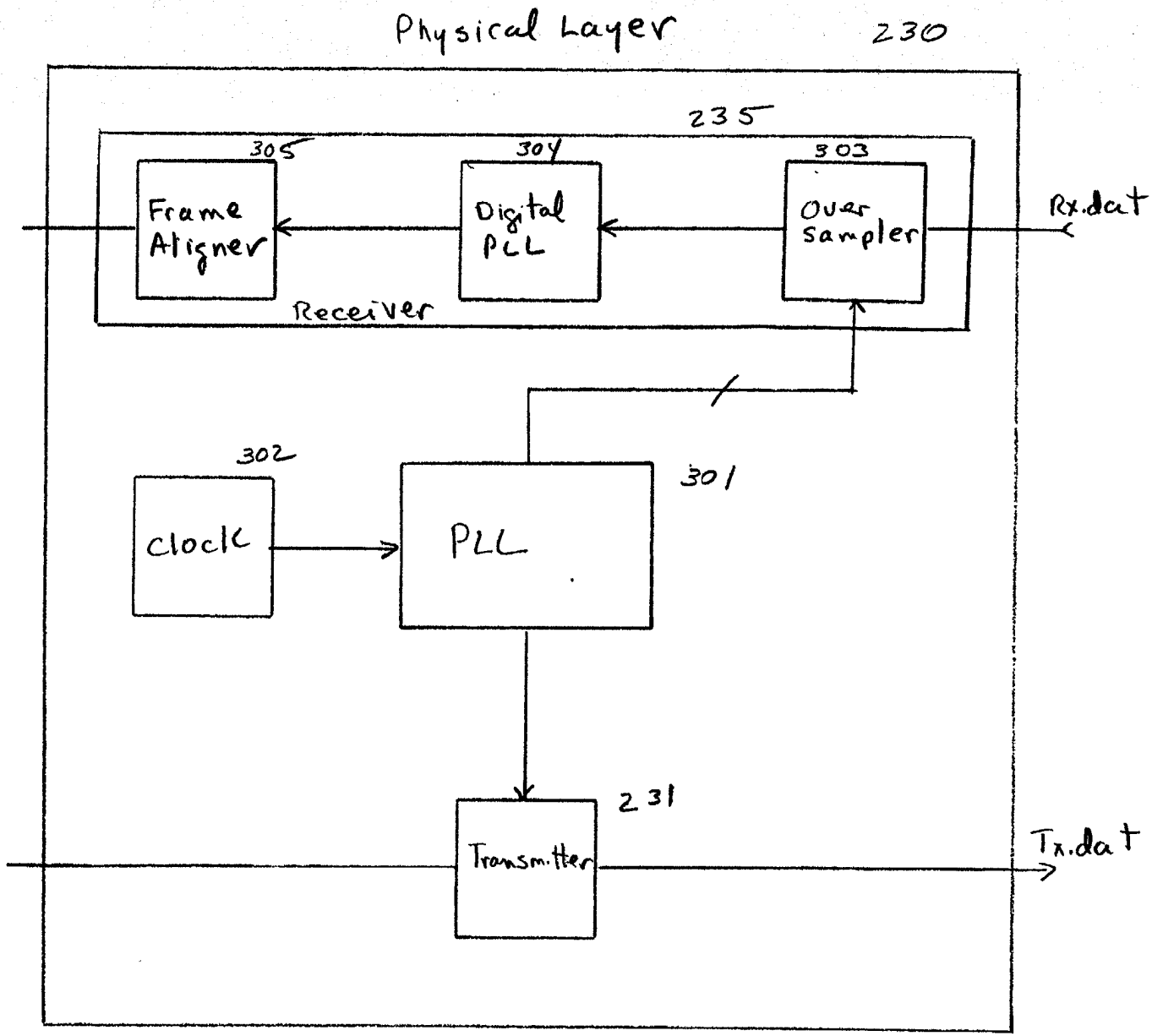
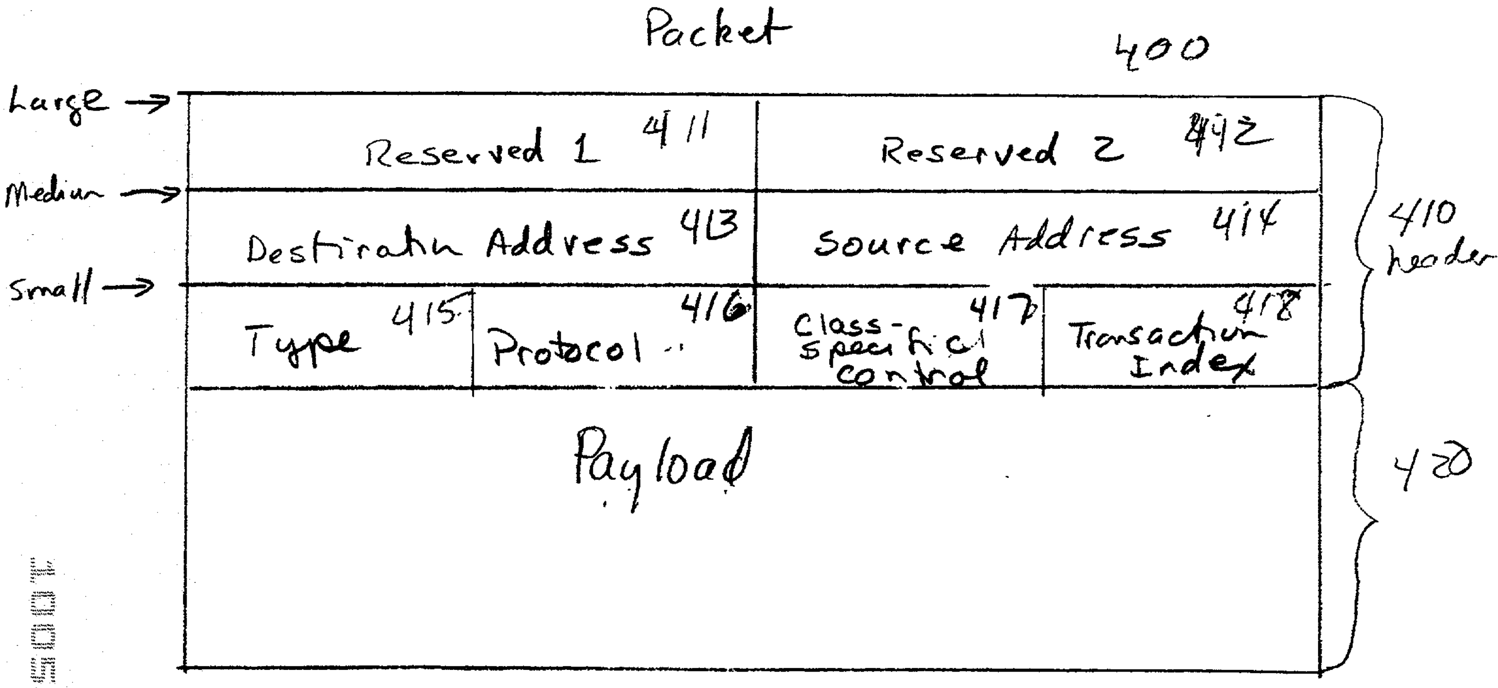
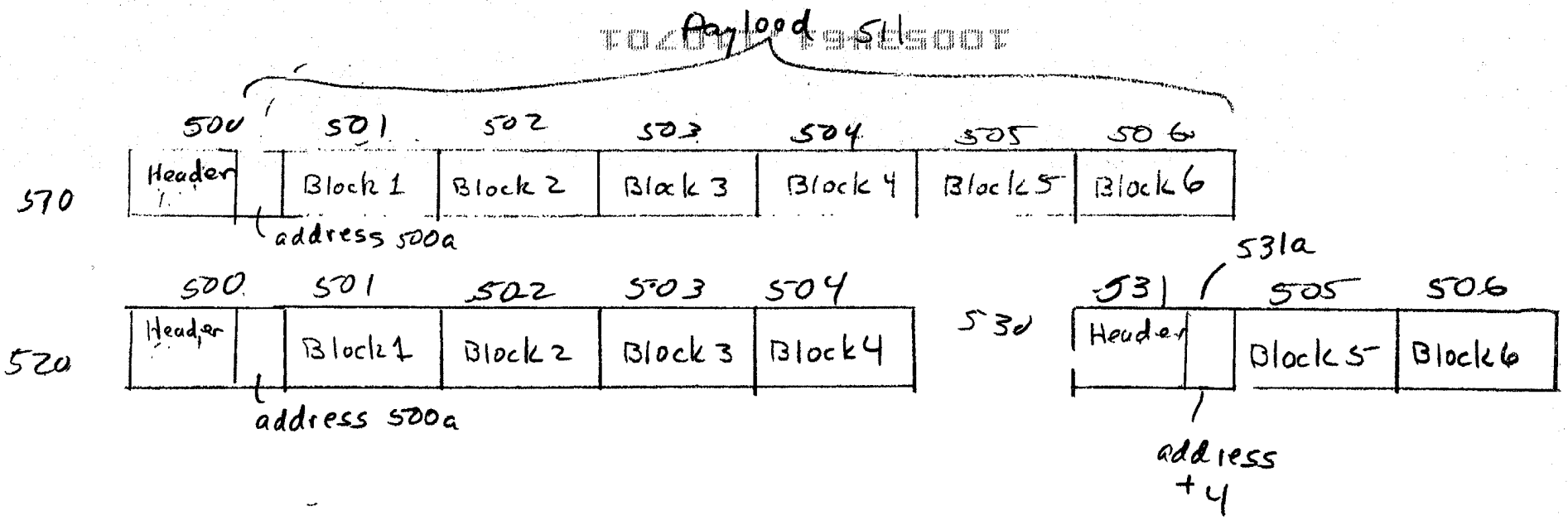


Fig 3



Packet
400
Large
Medium
Small
Reserved 1 411
Reserved 2 442
Destination Address 413
Source Address 414
Type 415
Protocol 416
Class-specific control 417
Transaction Index 418
410 header
Payload
420

Fig 4


Payload
500
501
502
503
504
505
506
570
Header
Block 1
Block 2
Block 3
Block 4
Block 5
Block 6
address 500a
500
501
502
503
504
520
Header
Block 1
Block 2
Block 3
Block 4
address 500a
531a
531
505
506
530
Header
Block 5
Block 6
address
+4

F.g 5

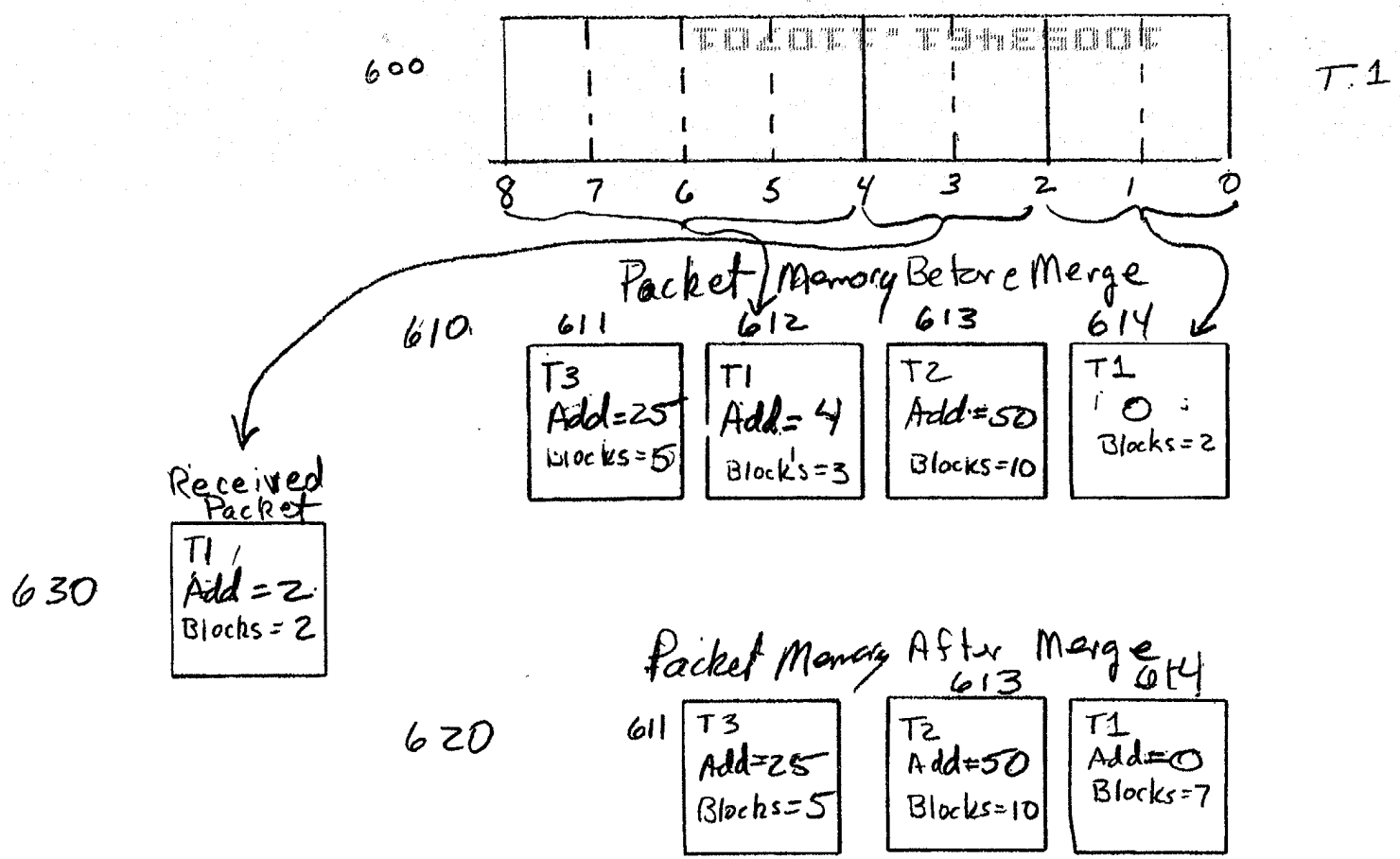

600
T.1
8 7 6 5 4 3 2 1 0
Packet Memory Before Merge
610
611
612
613
614
T3
Add=25
Blocks=5
T1
Add=4
Blocks=3
T2
Add=50
Blocks=10
T1
Add=0
Blocks=2
Received Packet
630
T1
Add=2
Blocks=2
Packet Memory After Merge
620
611
613
614
T3
Add=25
Blocks=5
T2
Add=50
Blocks=10
T1
Add=0
Blocks=7

Fig 6

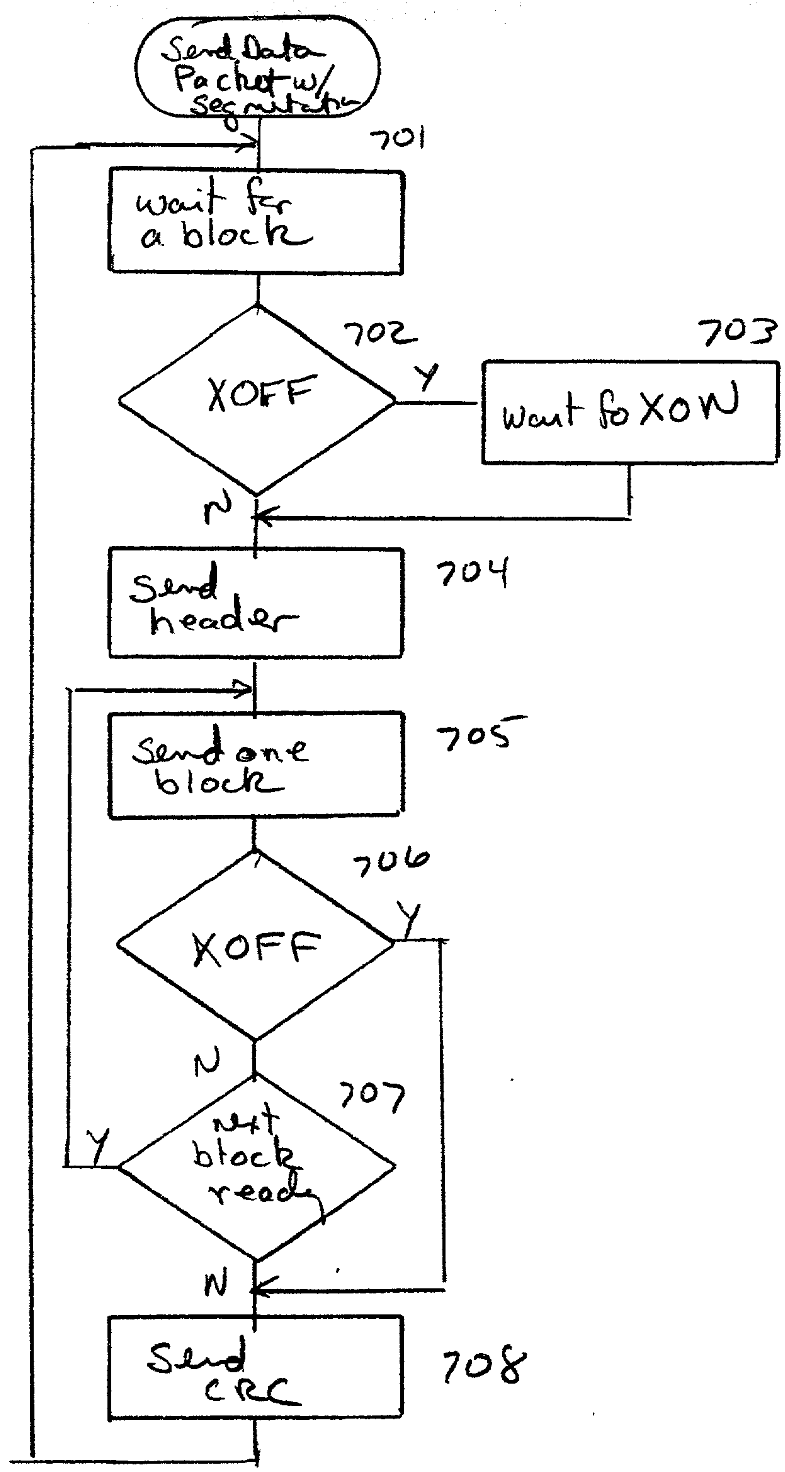

Send Data Packet w/ segmentation
701
wait for a block
702
XOFF
Y
703
wait fo XON
N
704
Send header
705
Send one block
706
XOFF
Y
N
707
next block ready
Y
N
708
Send CRC

Fig 7

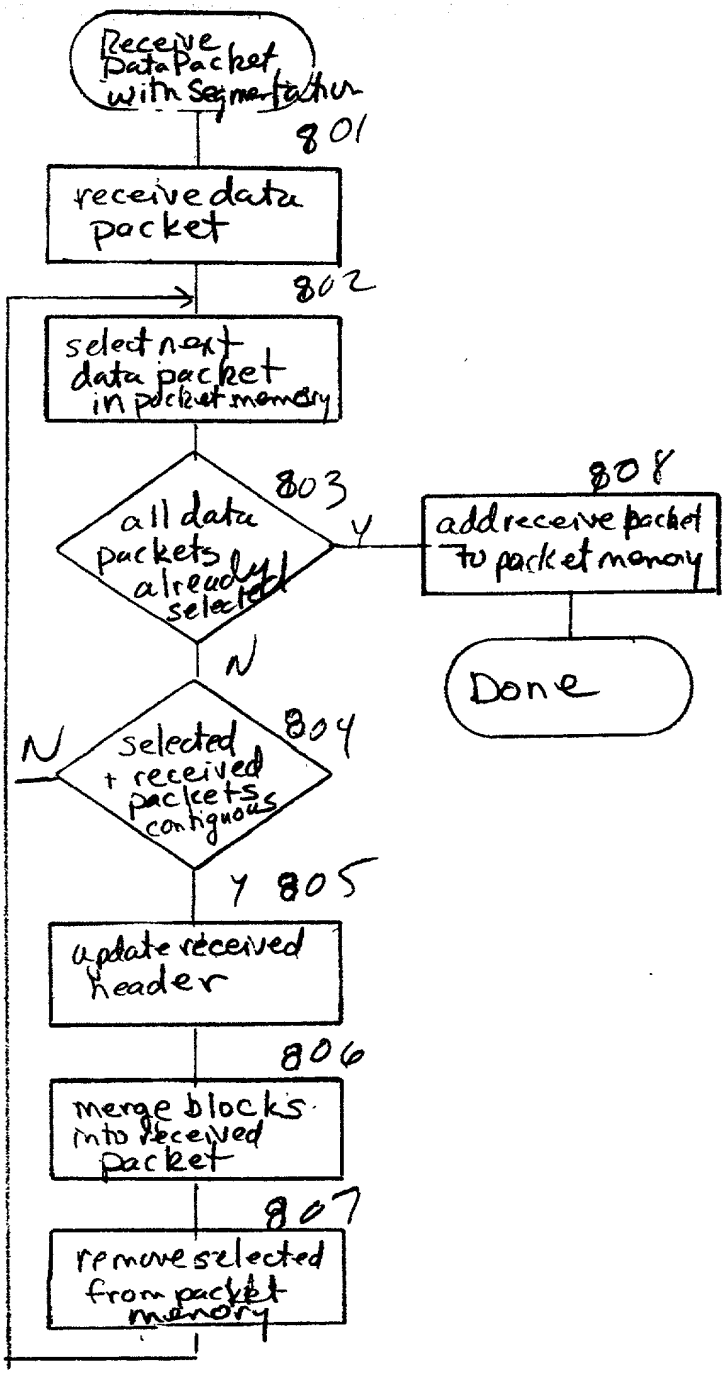
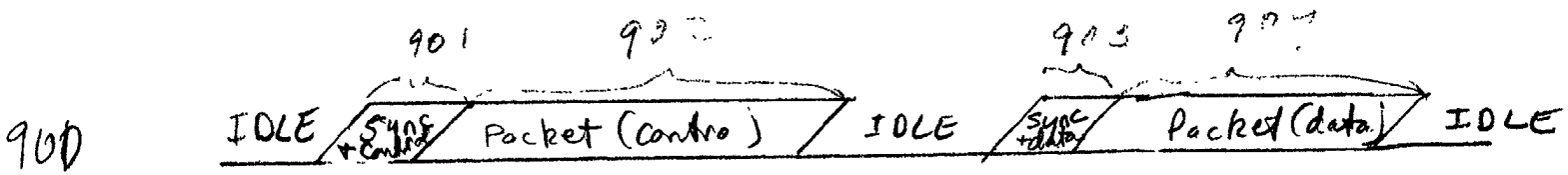

Receive Data Packet with Segmentation
801
receive data packet
802
select next data packet in packet memory
803
all data packets already selected
Y
808
add receive packet to packet memory
Done
N
804
N
selected + received packets contiguous
Y 805
update received header
806
merge blocks into received packet
807
remove selected from packet memory

Fig 8



Sync + packet type

Fig 9A

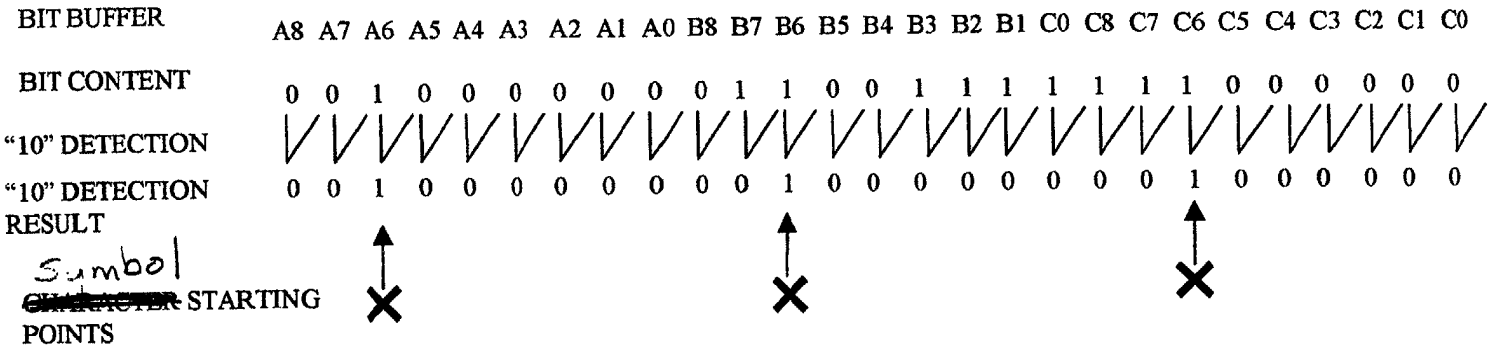


FIG.10

Fig 9B

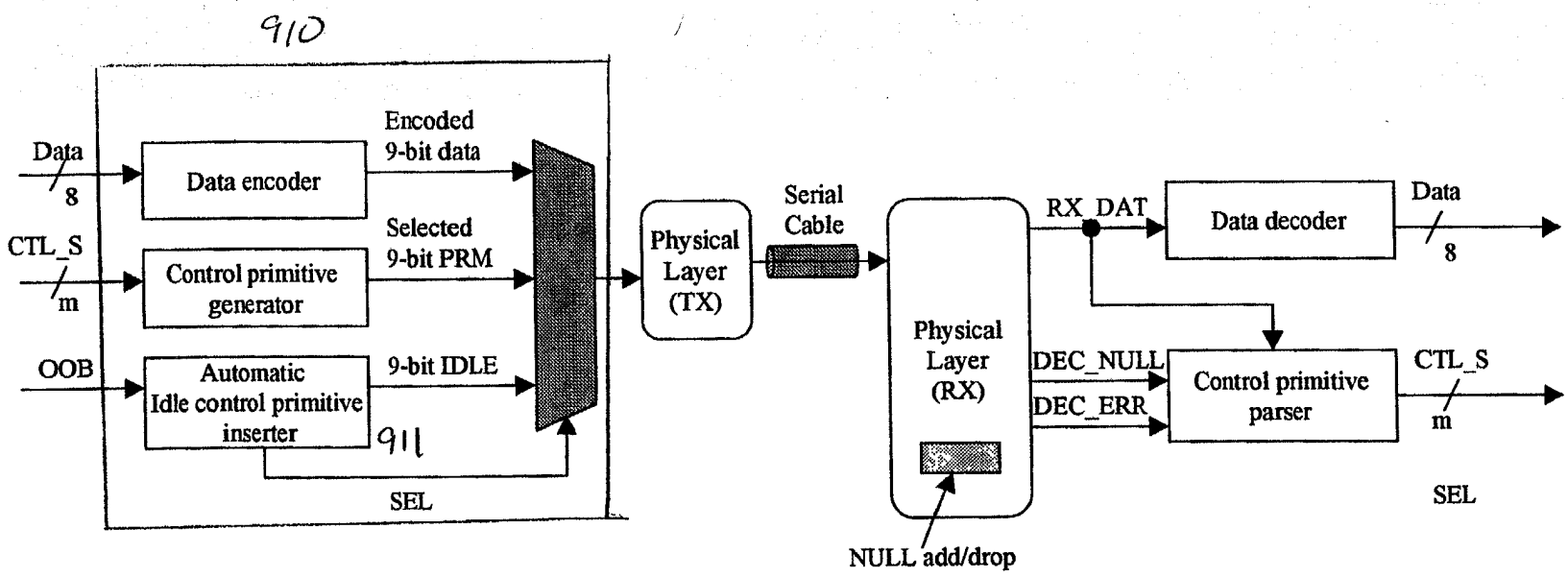


Fig. 9C

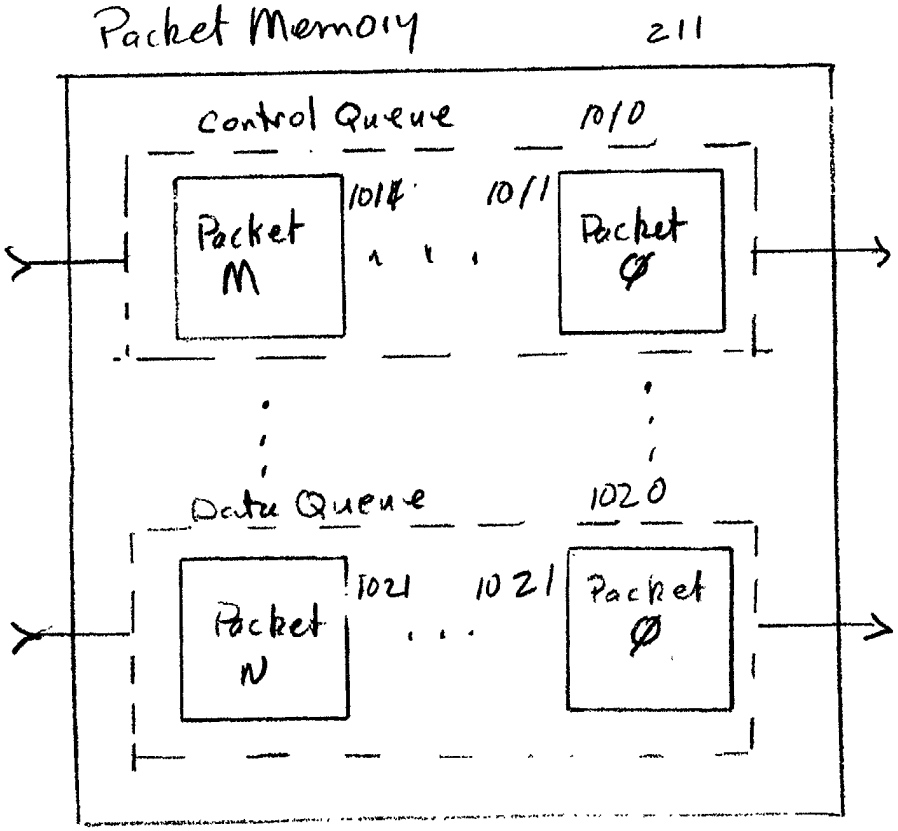


Fig 10

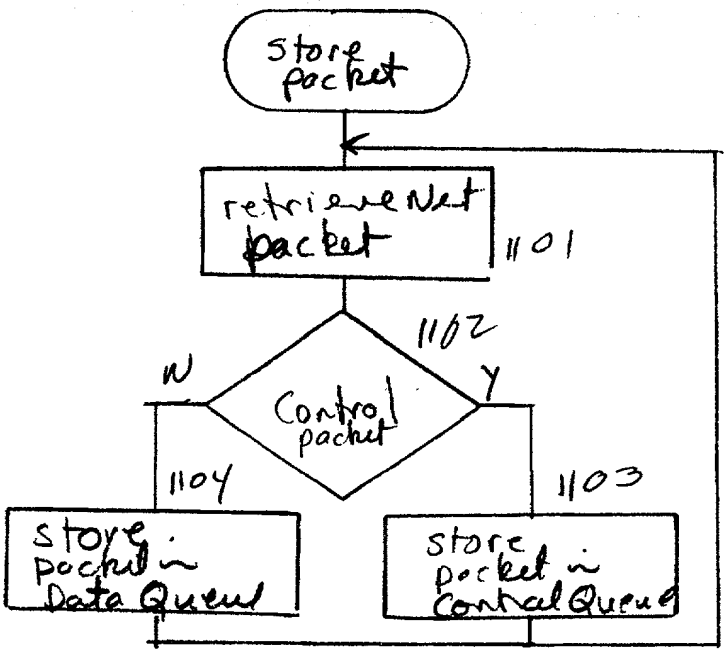

store packet
retrieve Net packet
1101
1102
Control packet
N
Y
1104
1103
store packet in Data Queue
store packet in Control Queue

Fig 11

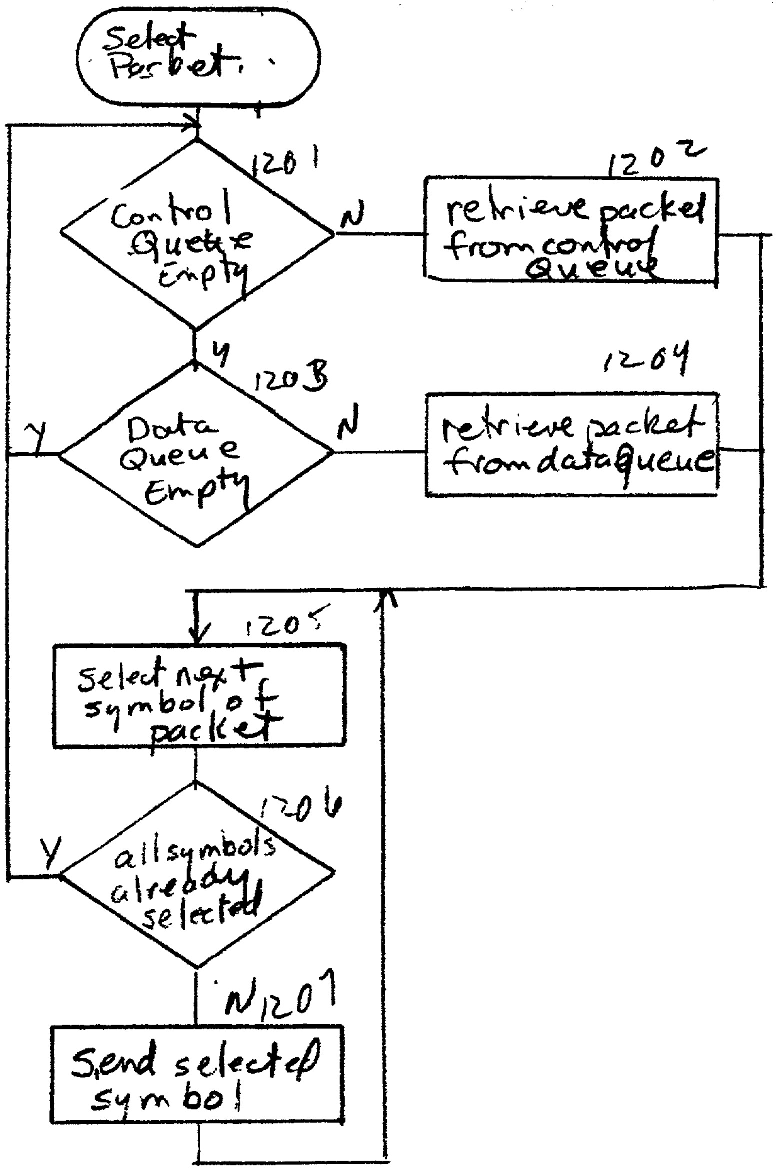

Select Packet
Control Queue Empty
1201
N
retrieve packet from control Queue
1202
Y
Data Queue Empty
1203
N
retrieve packet from data queue
1204
Y
select next symbol of packet
1205
all symbols already selected
1206
Y
N
1207
Send selected symbol

Fig 12

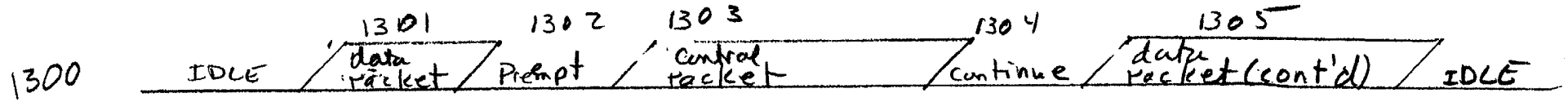


Fig 13

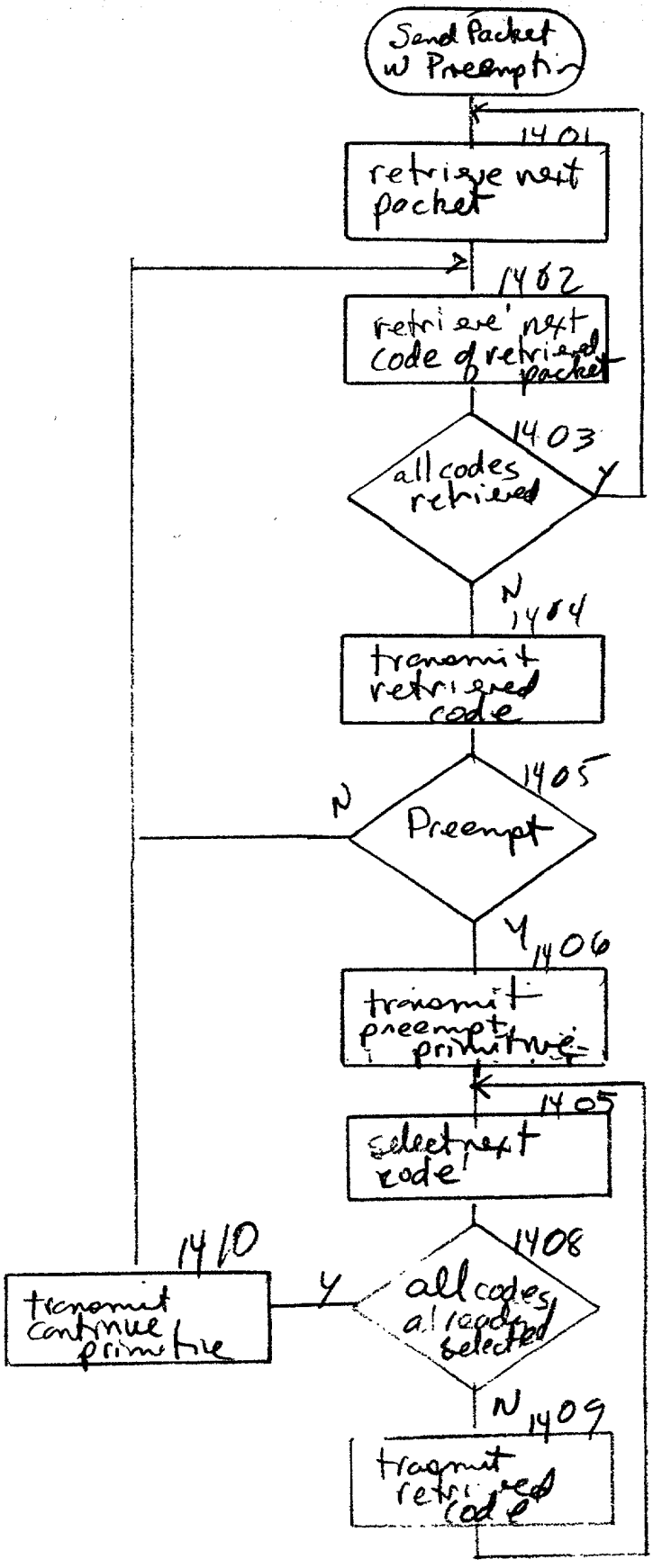

Send Packet w Preempt
1401
retrieve next packet
1402
retrieve next code of retrieved packet
1403
all codes retrieved
Y
N
1404
transmit retrieved code
1405
Preempt
N
Y
1406
transmit preempt primitive
1405
select next code
1408
all codes already selected
1410
transmit continue primitive
Y
N
1409
transmit retrieved code

Fig 14

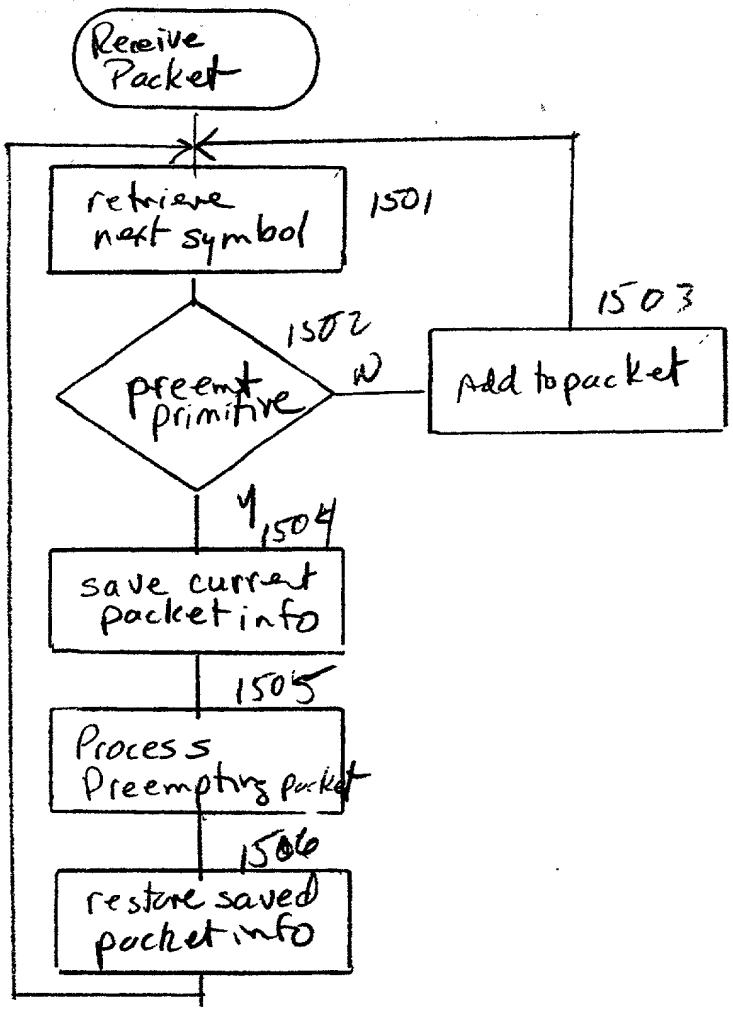

Receive Packet
retrieve next symbol
1501
1502
preempt primitive
N
1503
Add to packet
Y
1504
save current packet info
1505
Process Preempting packet
1506
restore saved packet info

Fig 15

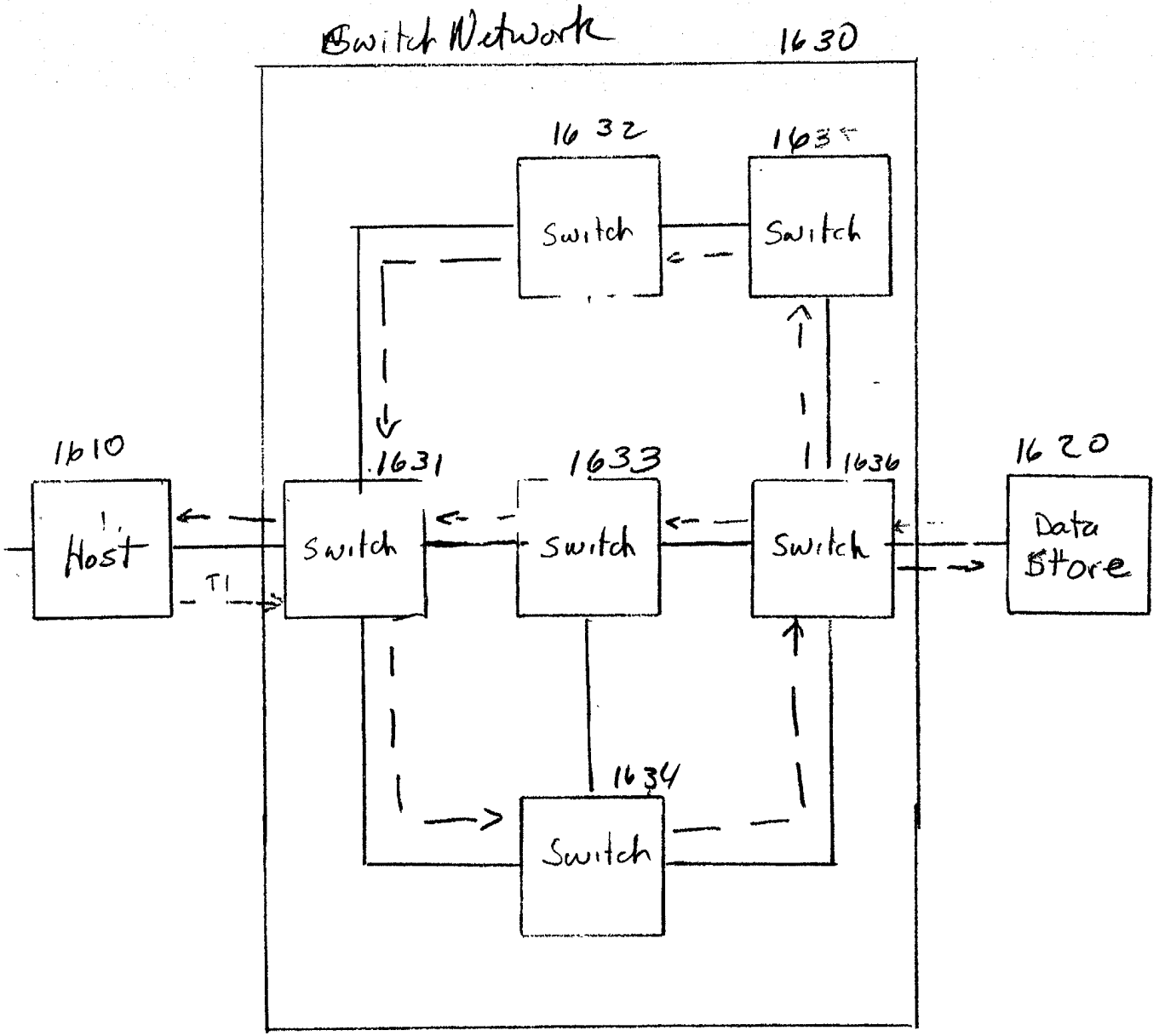


Fig 16

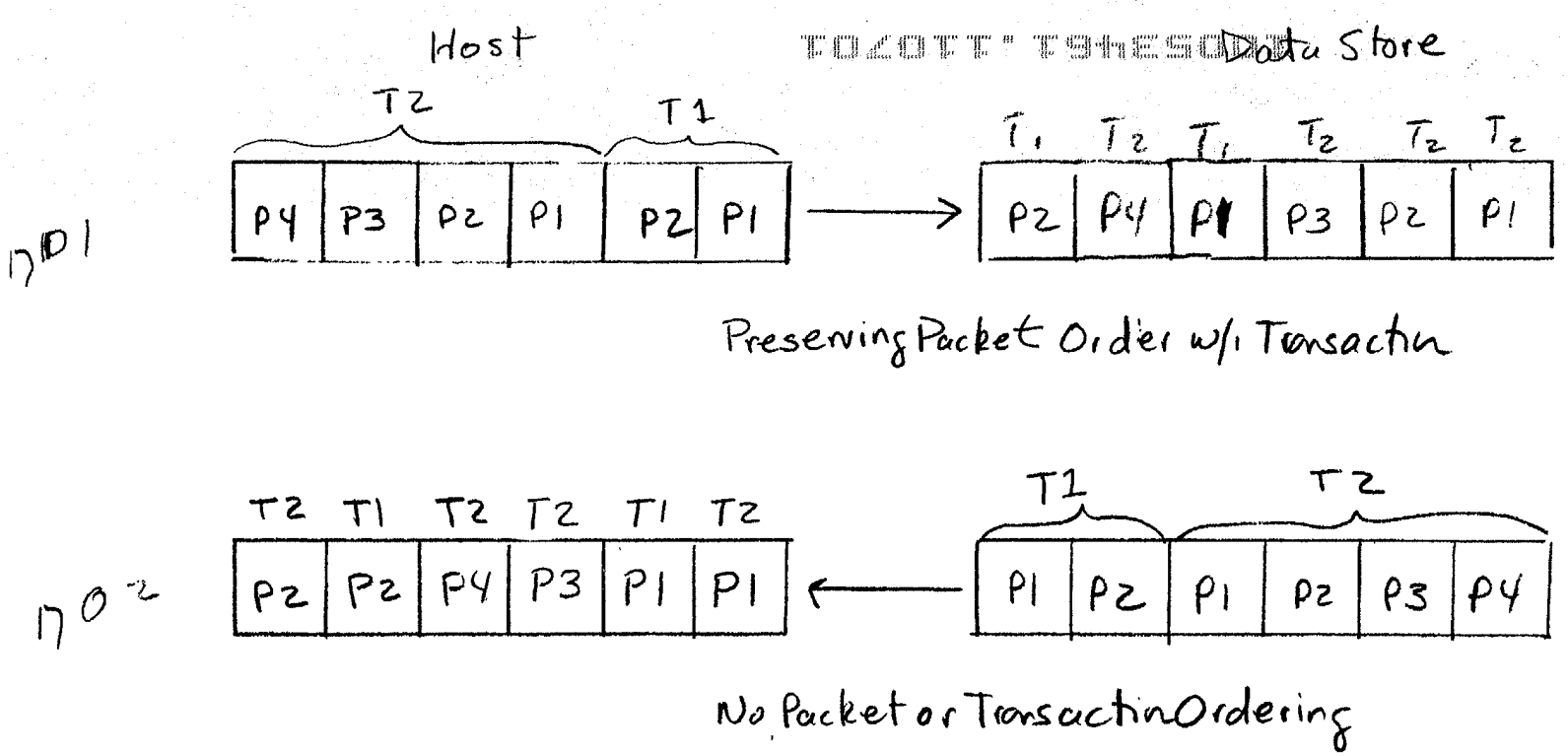

Host
Data Store
T2
T1
P4
P3
P2
P1
P2
P1
T1
T2
T1
T2
T2
T2
P2
P4
P1
P3
P2
P1
Preserving Packet Order w/ Transaction
T2
T1
T2
T2
T1
T2
P2
P2
P4
P3
P1
P1
T1
T2
P1
P2
P1
P2
P3
P4
No Packet or Transaction Ordering

Fig 17

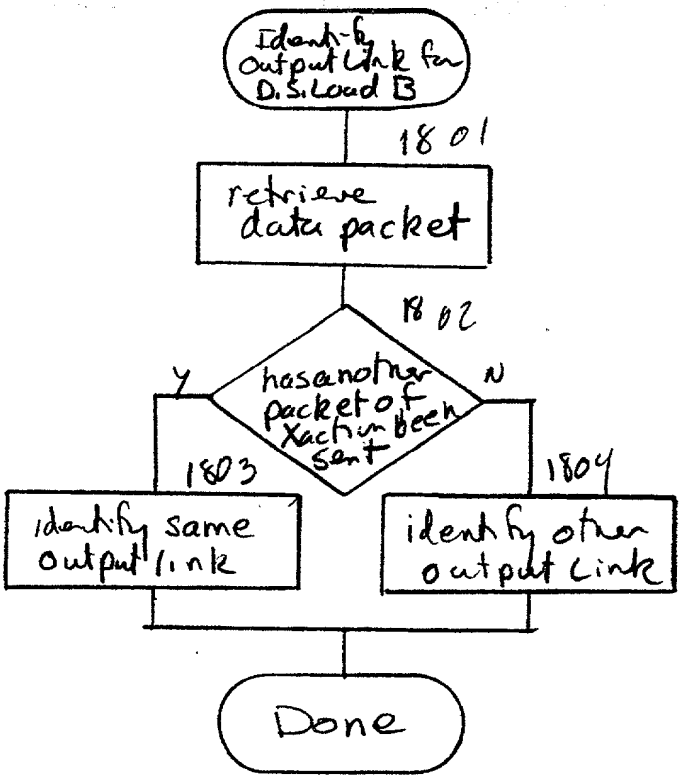

Identify output link for D.S. Load B
1801
retrieve data packet
1802
has another packet of Xaction been sent
Y
N
1803
identify same output link
1804
identify other output link
Done

Fig 18

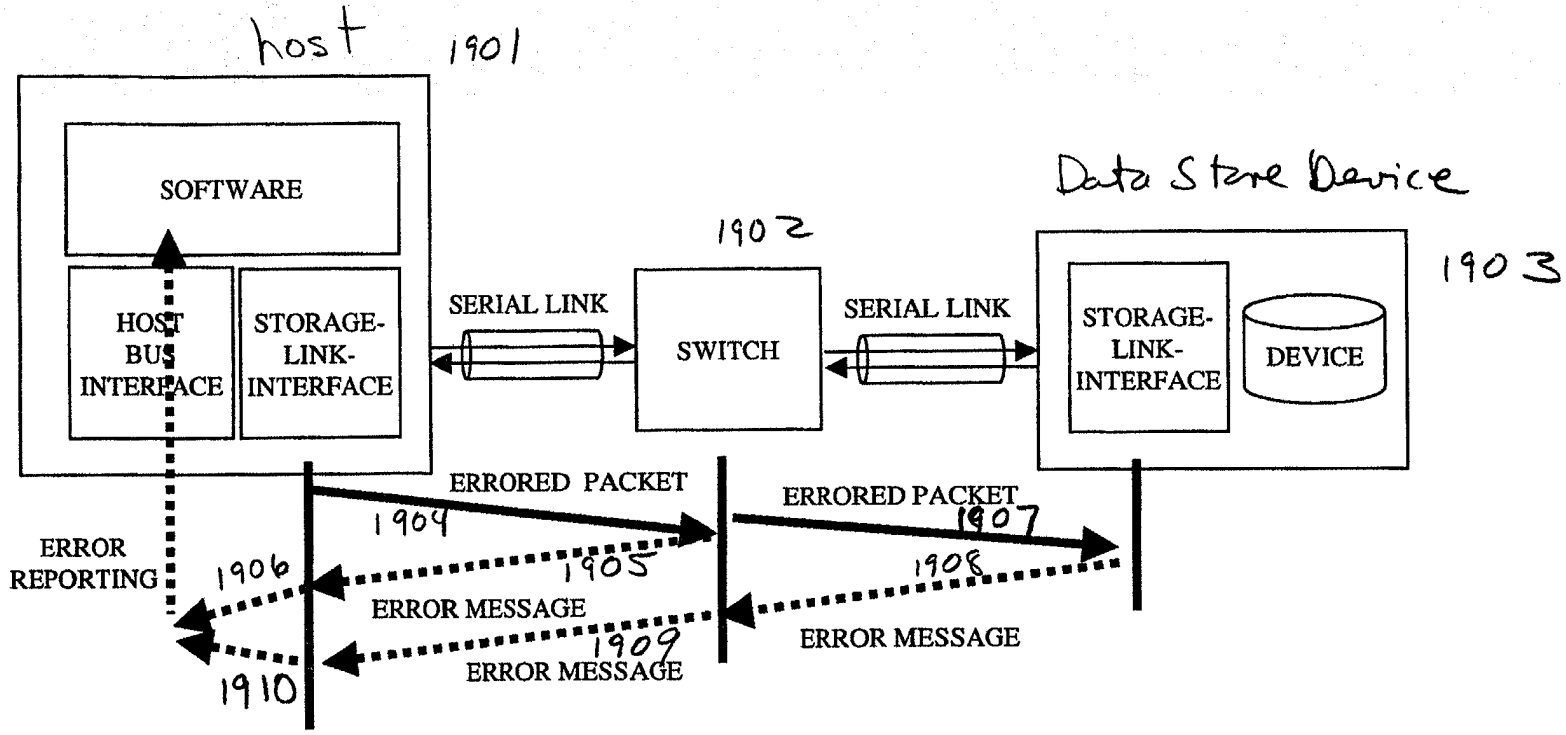


Fig 19A

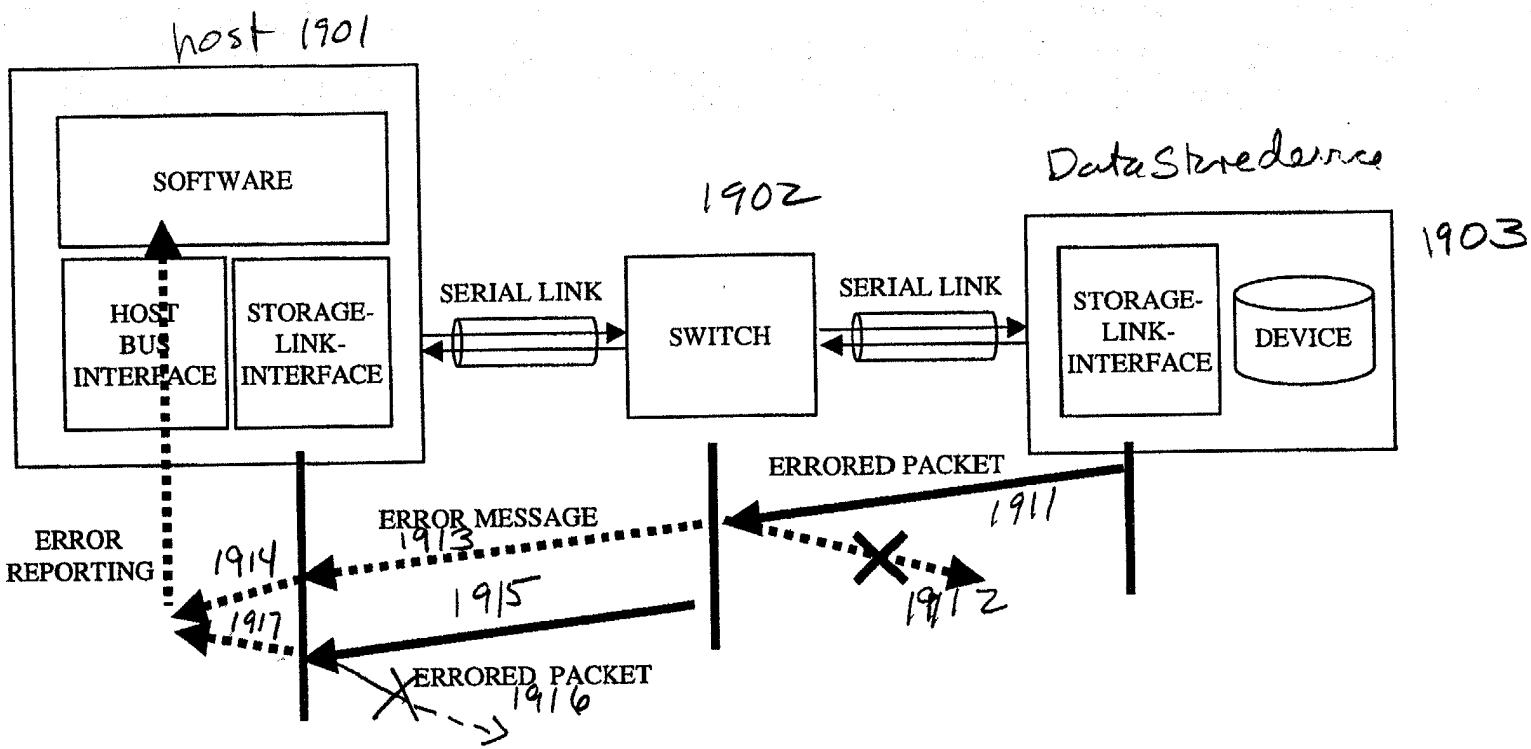
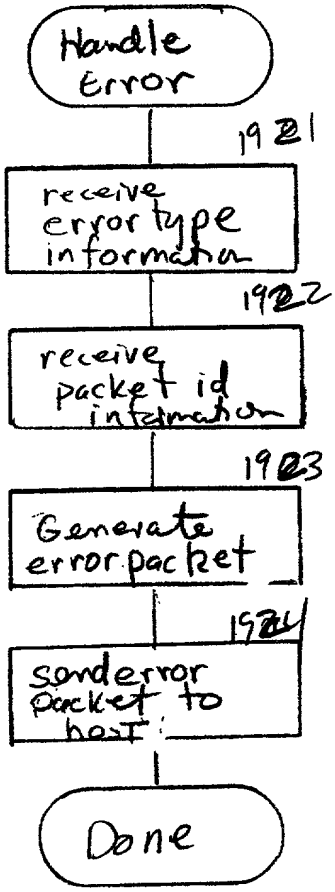


Fig 19B


Handle Error
1921
receive error type information
1922
receive packet id information
1923
Generate error packet
1924
send error packet to host
Done

19C

8b Code	9 bit symbol
0000 0000	101010101
0000 0001	101010100
0000 0010	101010111
⋮	
0101 0101	001010101
⋮	
0111 0110	001110110
0111 0111	100100010
⋮	
1111 1111	110101010

Fig 20

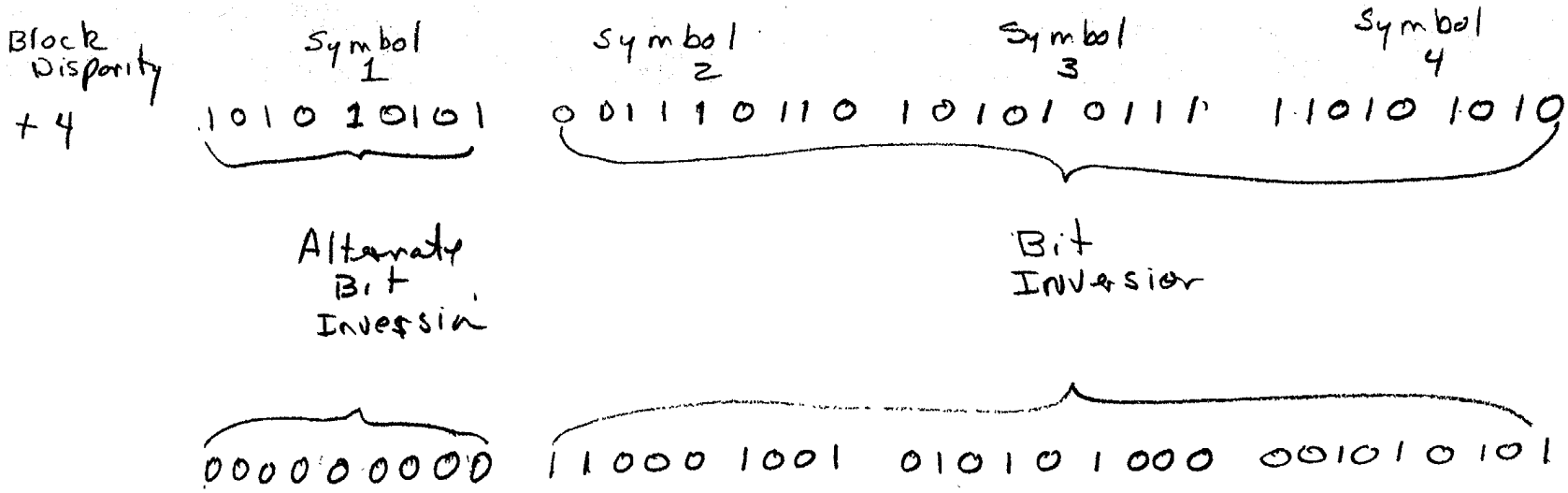


Fig 21A

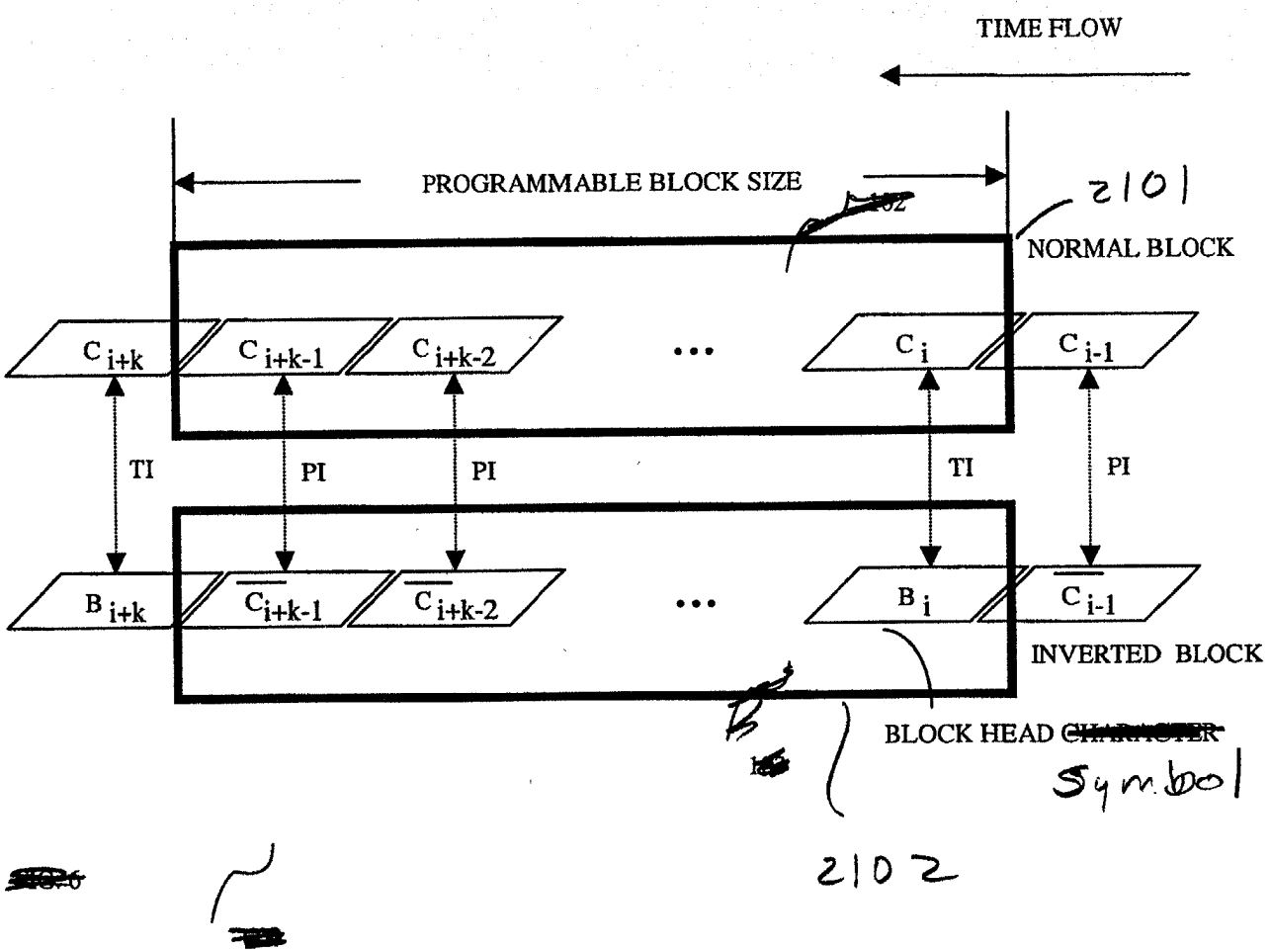


Fig 21B

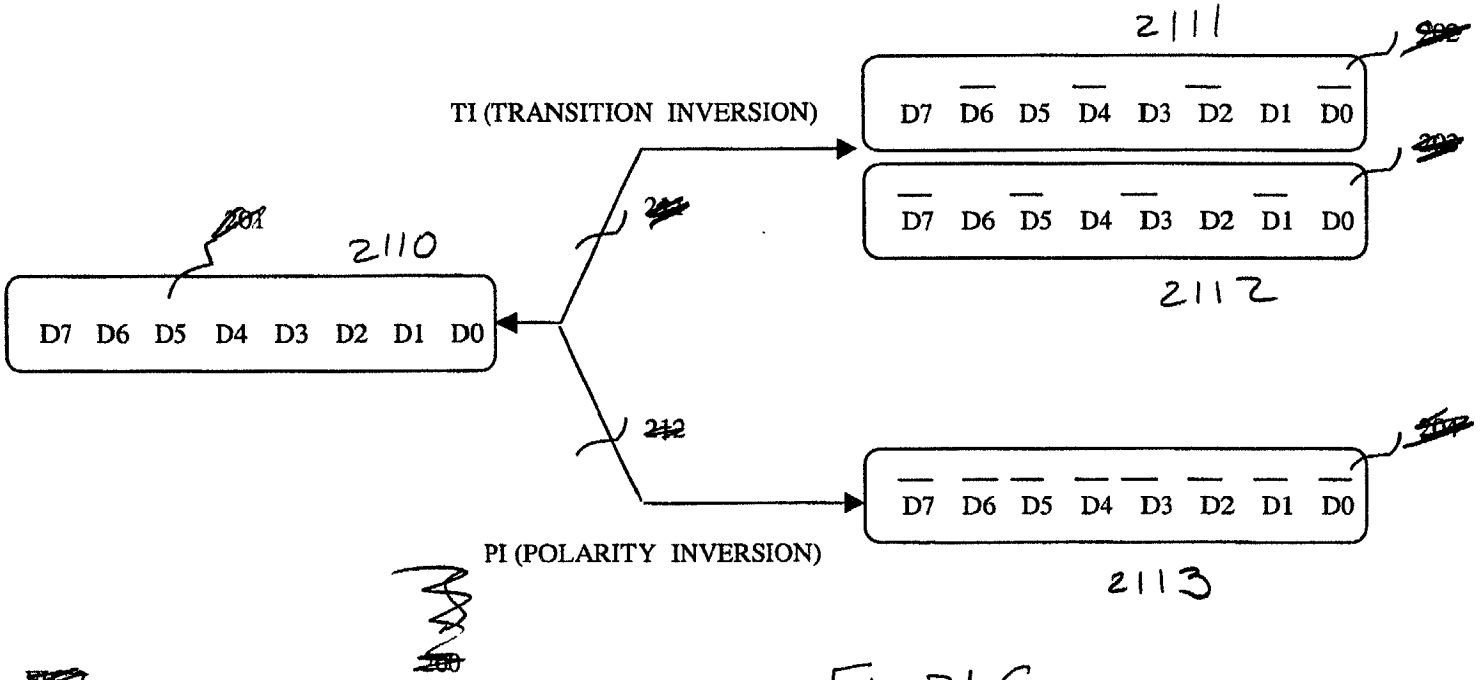


Fig 21 C

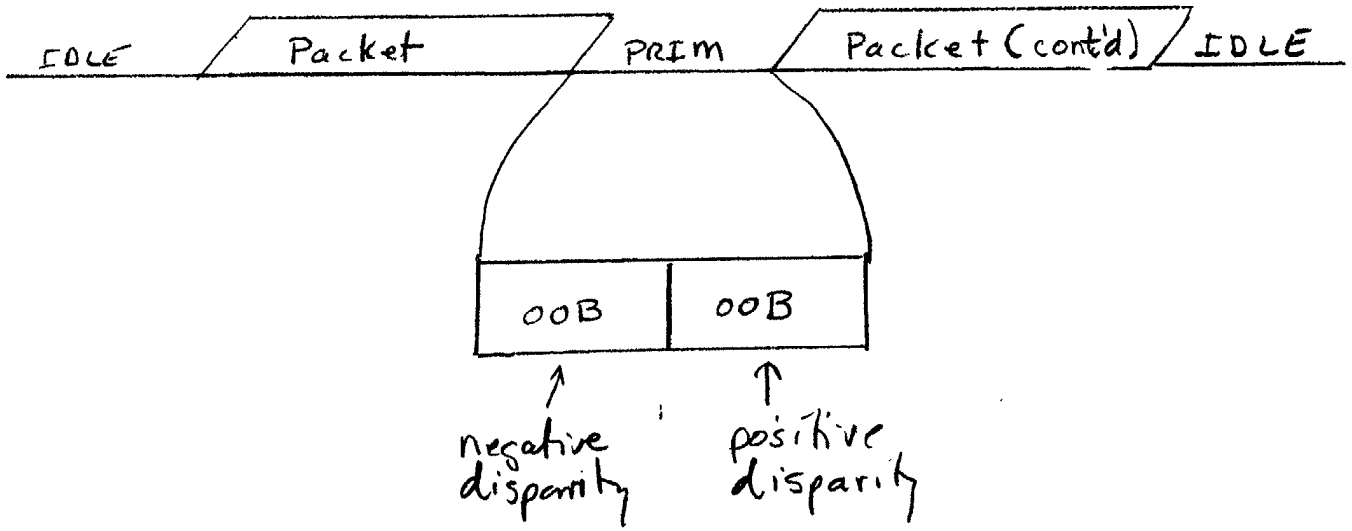


Fig 22

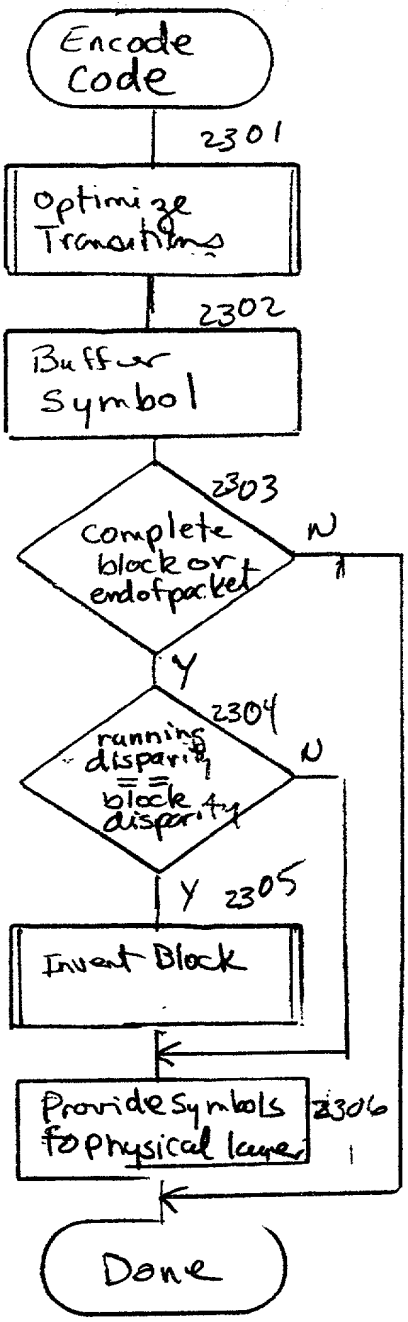


Fig 23

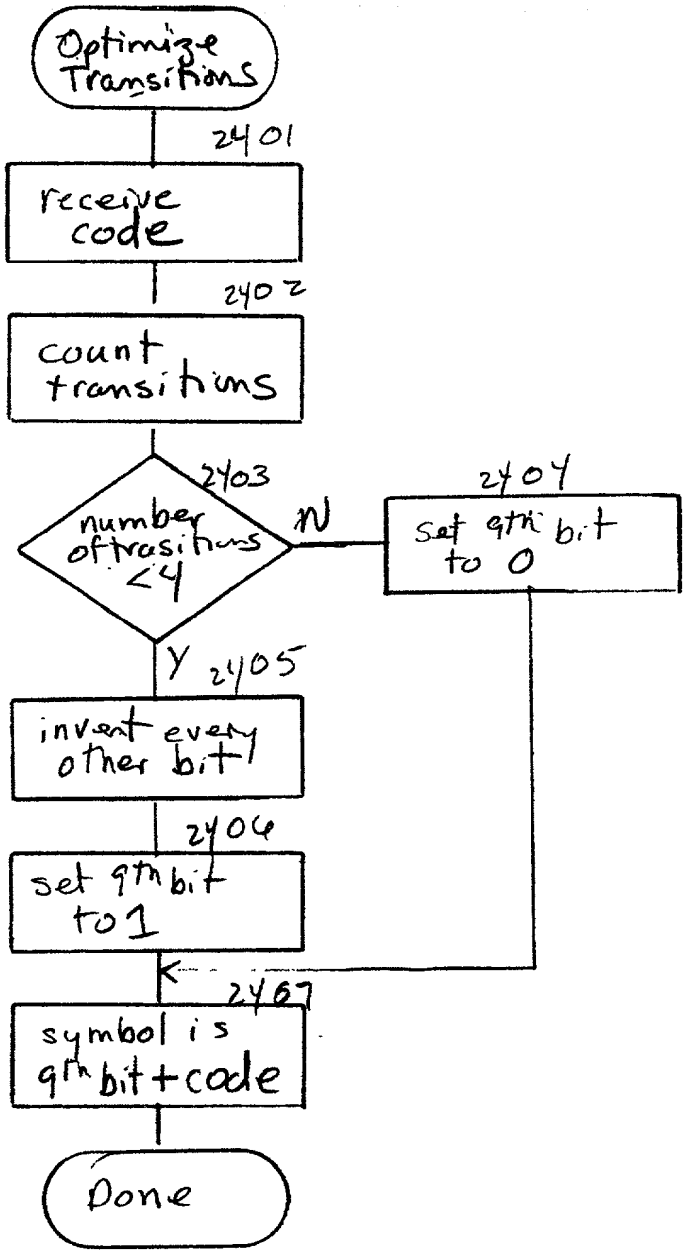

Optimize Transitions
2401
receive code
2402
count transitions
2403
number of trasitions <4
N
2404
set qth bit to 0
Y
2405
invert every other bit
2406
set qth bit to 1
2407
symbol is qth bit + code
Done

Fig 24

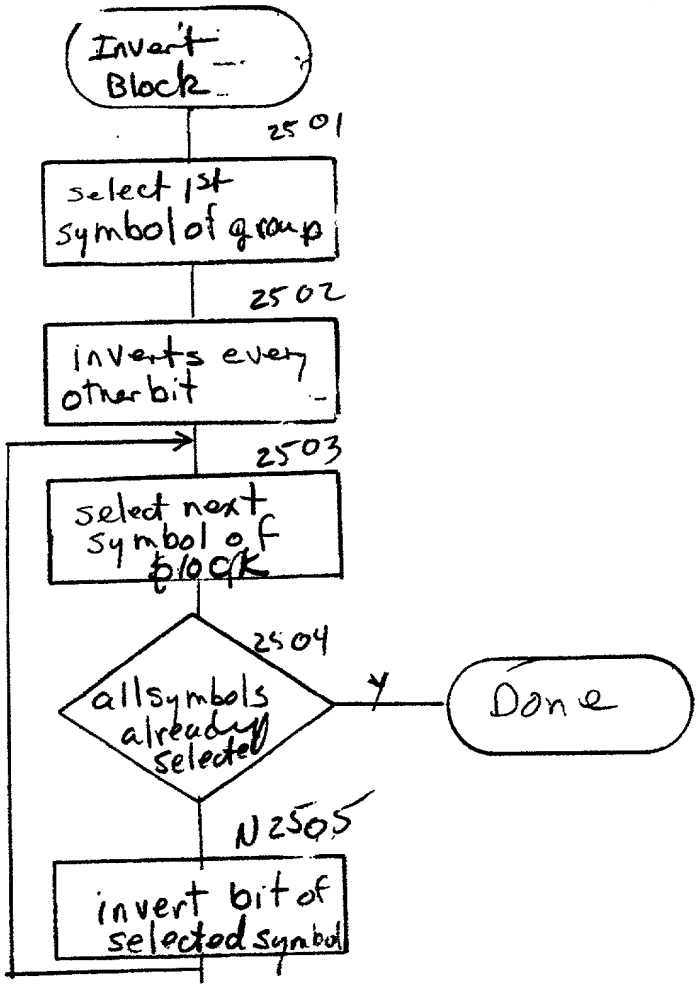

Invert Block
2501
select 1st symbol of group
2502
inverts every other bit
2503
select next symbol of block
2504
all symbols already selected
Y
Done
N
2505
invert bit of selected symbol

Fig 25

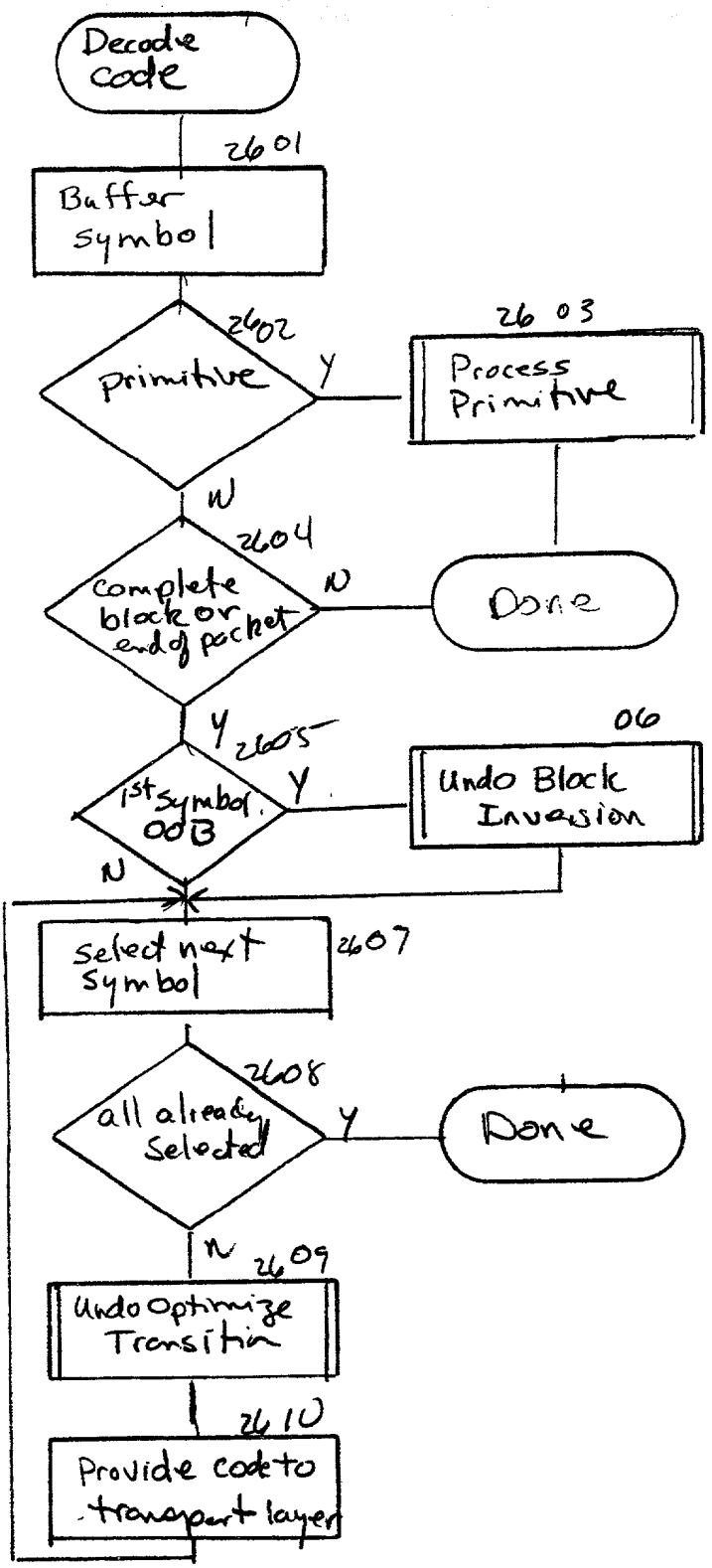

Decode code
2601
Buffer symbol
2602
Primitive
Y
2603
Process Primitive
N
2604
complete block or end of packet
N
Done
Y
2605
1st symbol ODB
Y
06
Undo Block Invasion
N
Select next symbol
2607
2608
all already Selected
Y
Done
N
2609
Undo Optimize Transition
2610
Provide code to transport layer

Fig 26

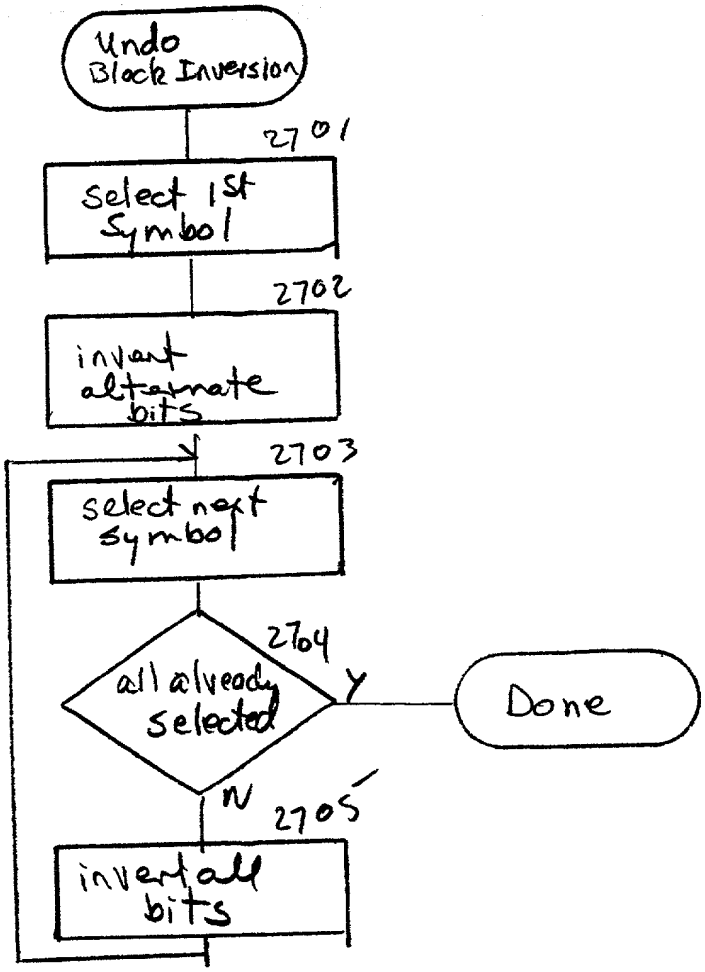

Undo Block Inversion
2701
Select 1st Symbol
2702
invert alternate bits
2703
select next symbol
2704
all already selected
Y
Done
N
2705
invert all bits

Fig 27

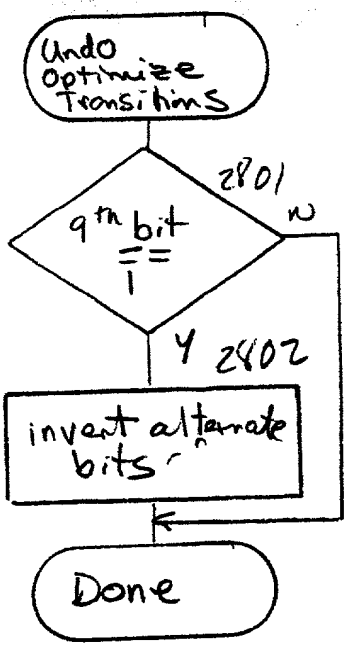

Undo Optimize Transitions
2801
9th bit == 1
N
Y 2802
invert alternate bits
Done

Fig 28

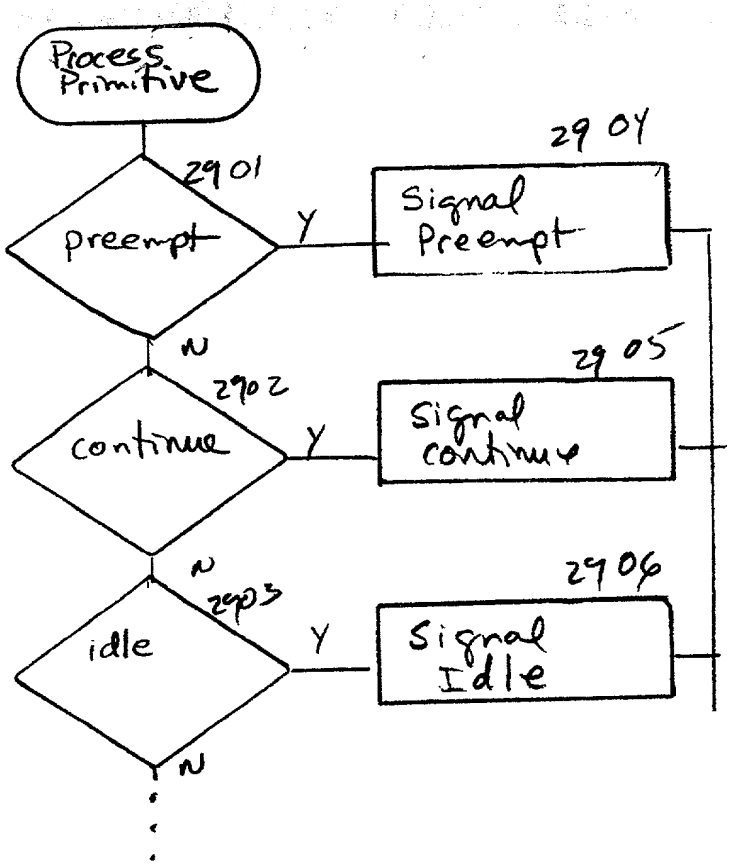


Fig 29

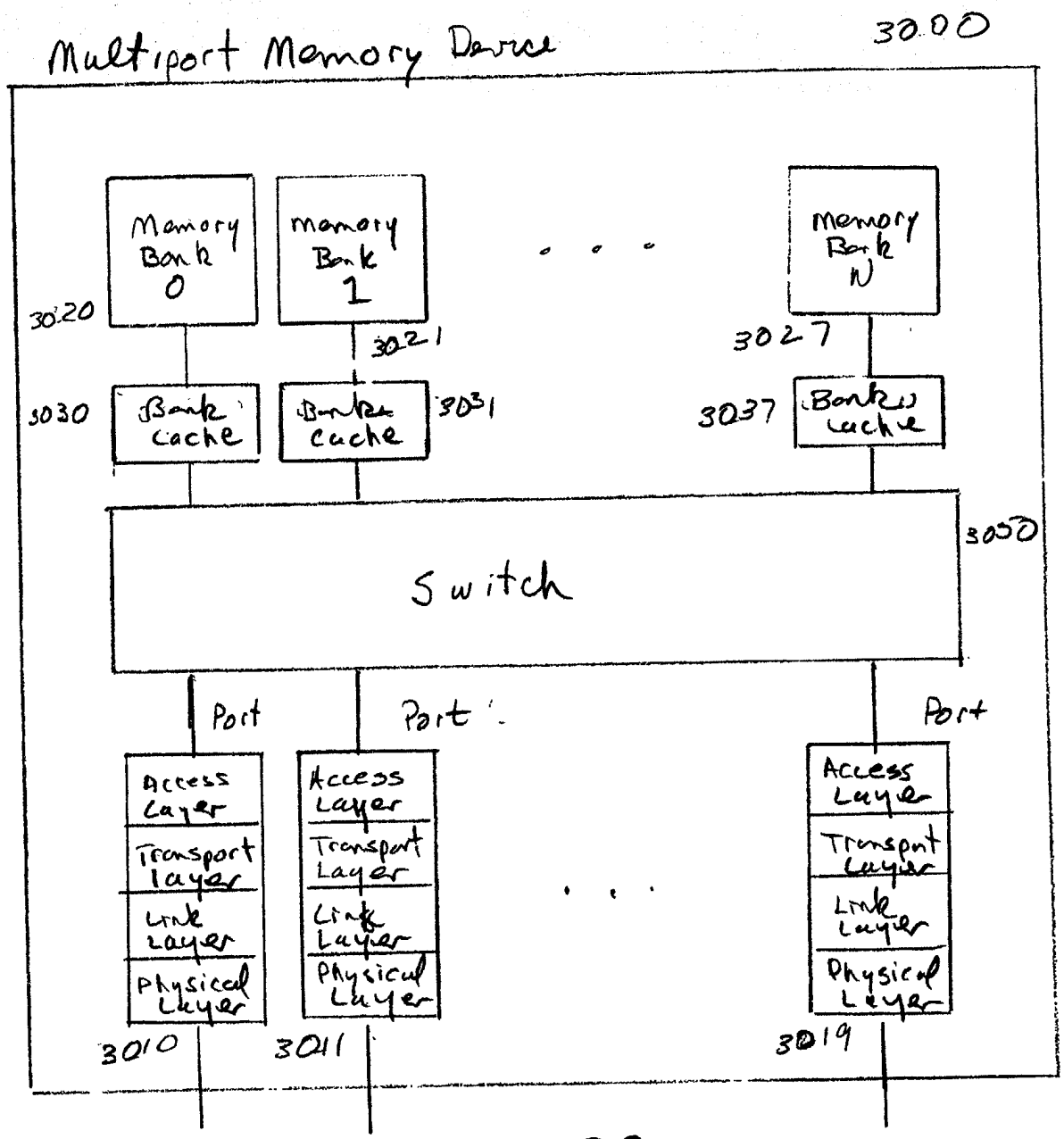


Fig 30

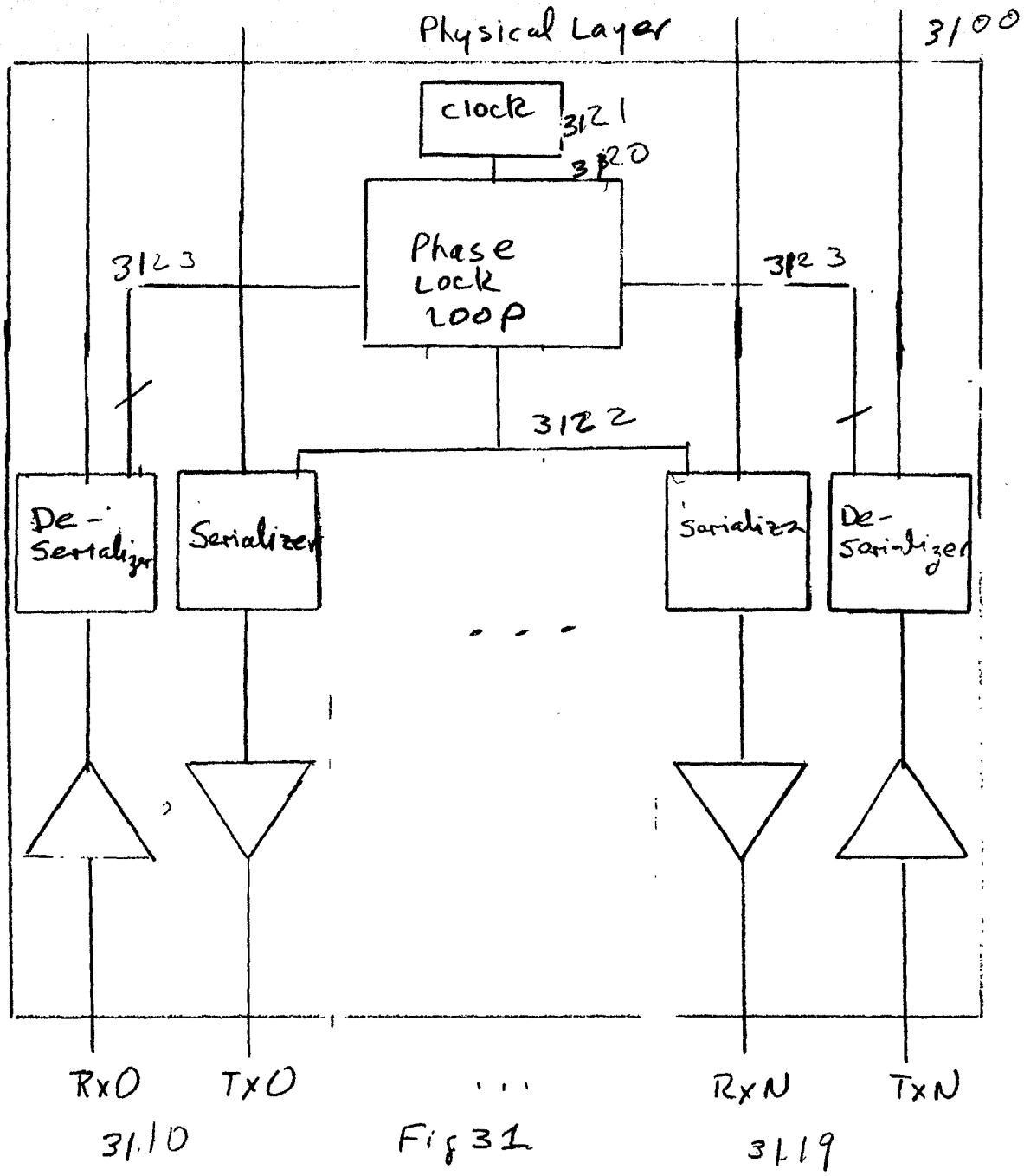


Fig 31

Input Queue 3201

Port	R/W	Address	Data
3	R	1000	
4	W	4000	10....1
3	W	1000	111...0
3	R	2000	
	⋮		

Output Queue 3202

Valid	Port	Data
1	3	11...0
0		
0		
1	3	101...1
	⋮	

Fig 32

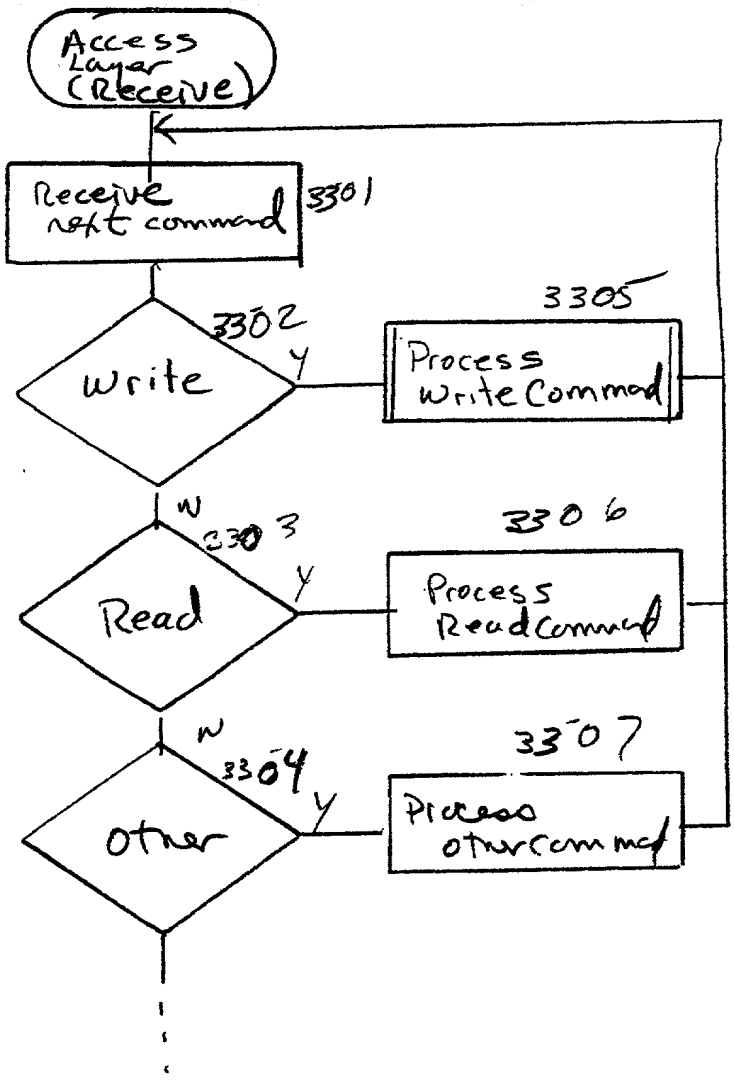

Access Layer (Receive)
Receive next command
3301
3302
Write
Y
3305
Process Write Command
N
3303
Read
Y
3306
Process Read Command
N
3304
Other
Y
3307
Process other command

Fig 33

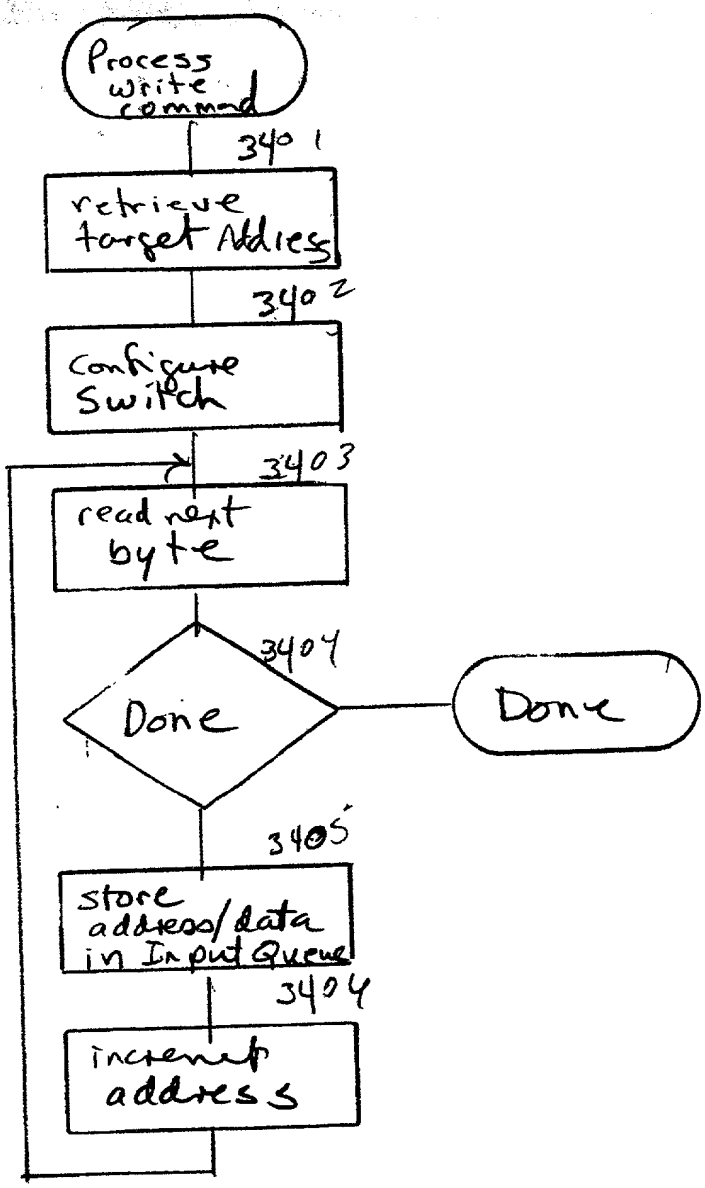

Process write command
3401
retrieve target Addres
3402
configure switch
3403
read next byte
3404
Done
Done
3405
store address/data in Input Queue
3404
increment address

Fig 34

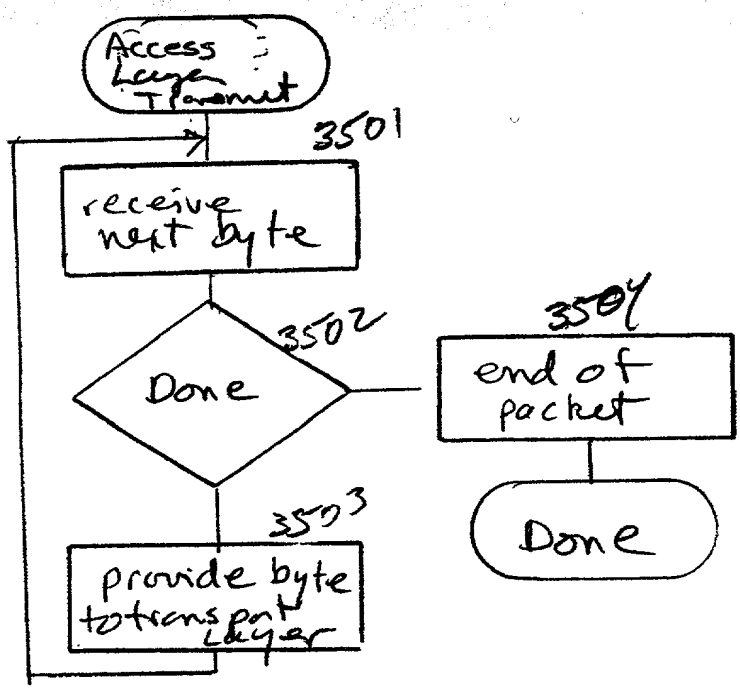

Access Layer Transmit
3501
receive next byte
3502
Done
3504
end of packet
Done
3503
provide byte to transport layer

Fig 35

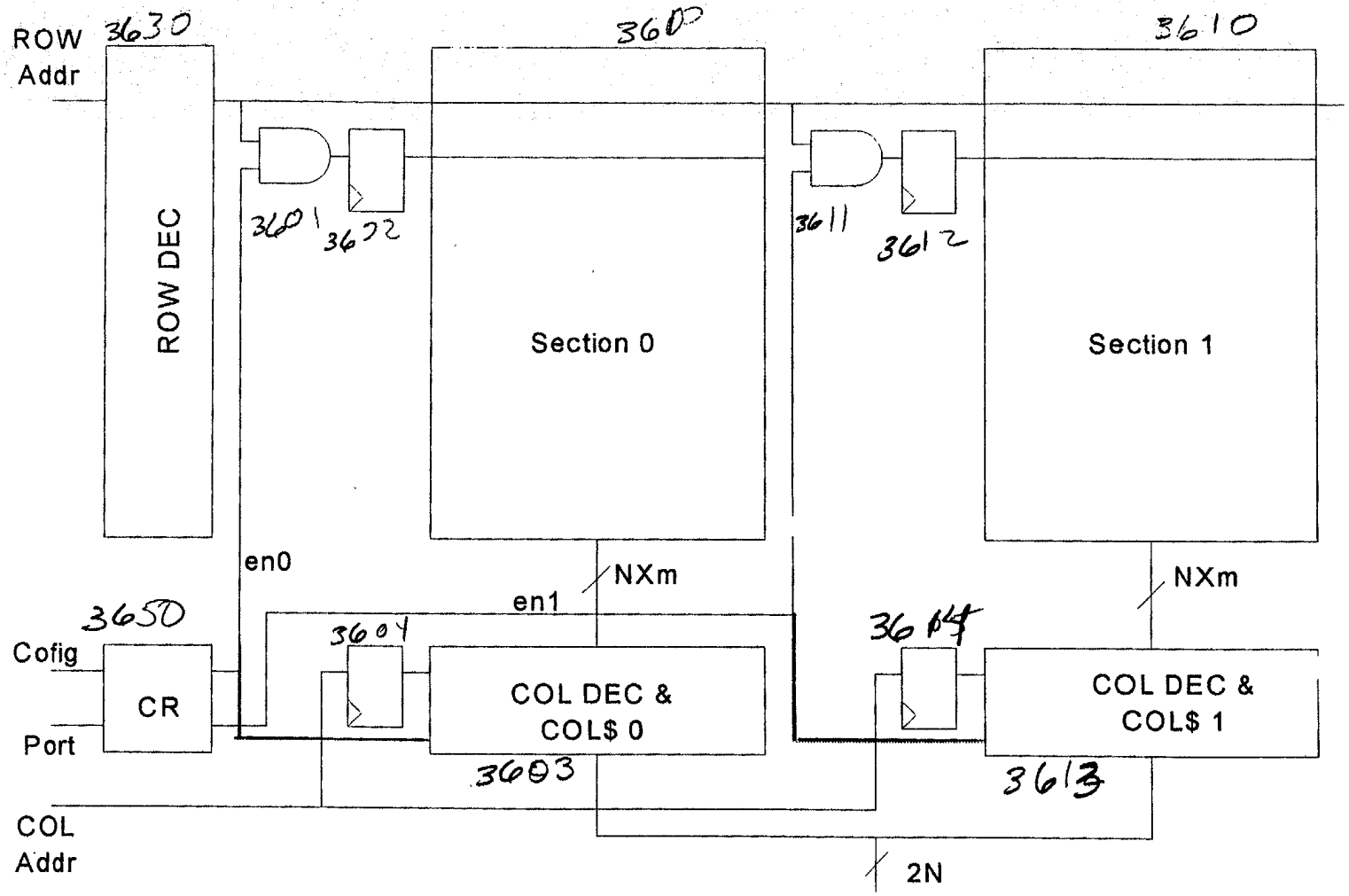
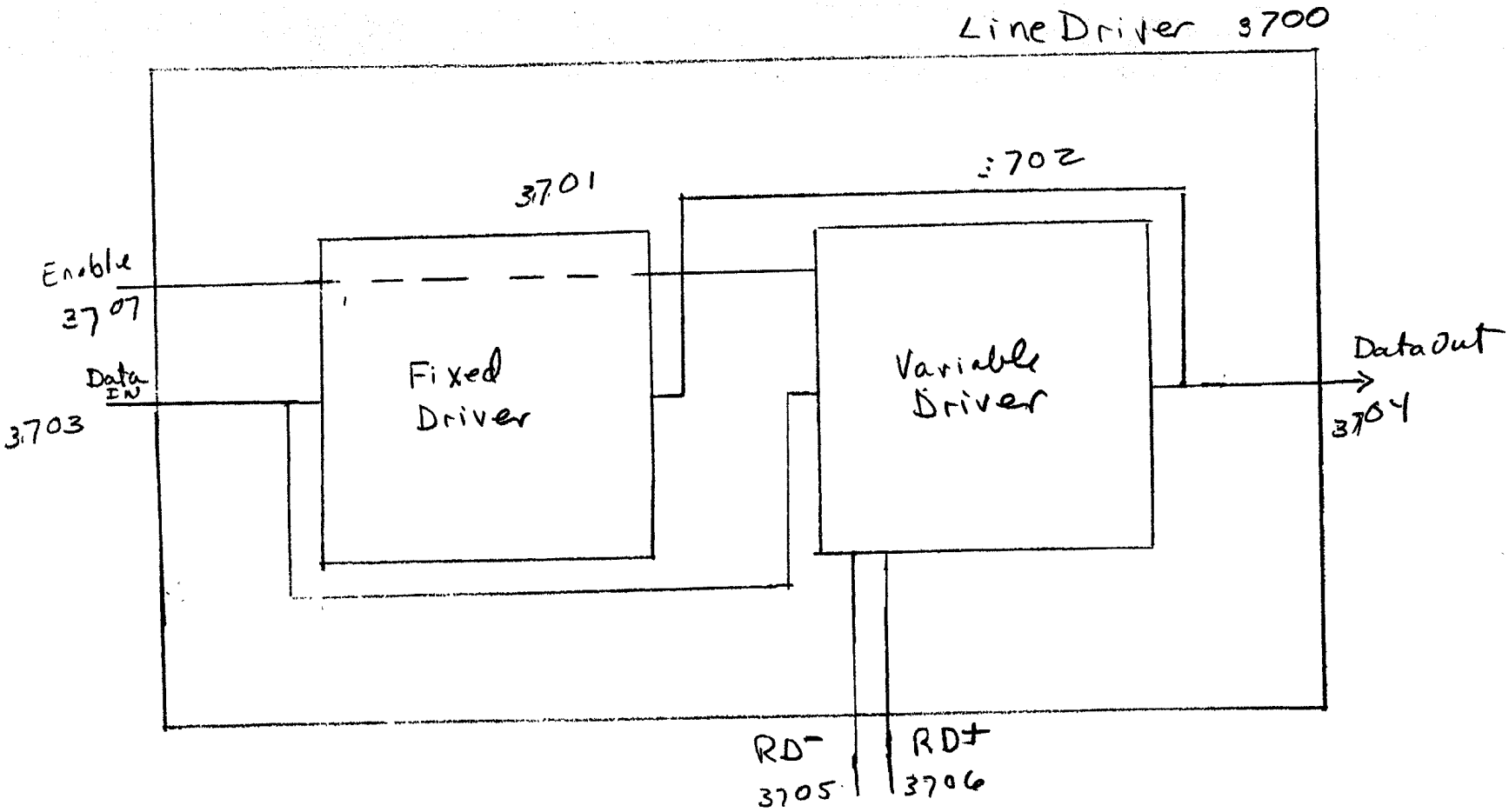


Fig 36



Variable Driver
$\begin{cases} RD^+ \wedge \overline{DataIN} = \text{pull down} \\ RD^- \wedge DataIN = \text{pull up} \end{cases}$

Fig 37A

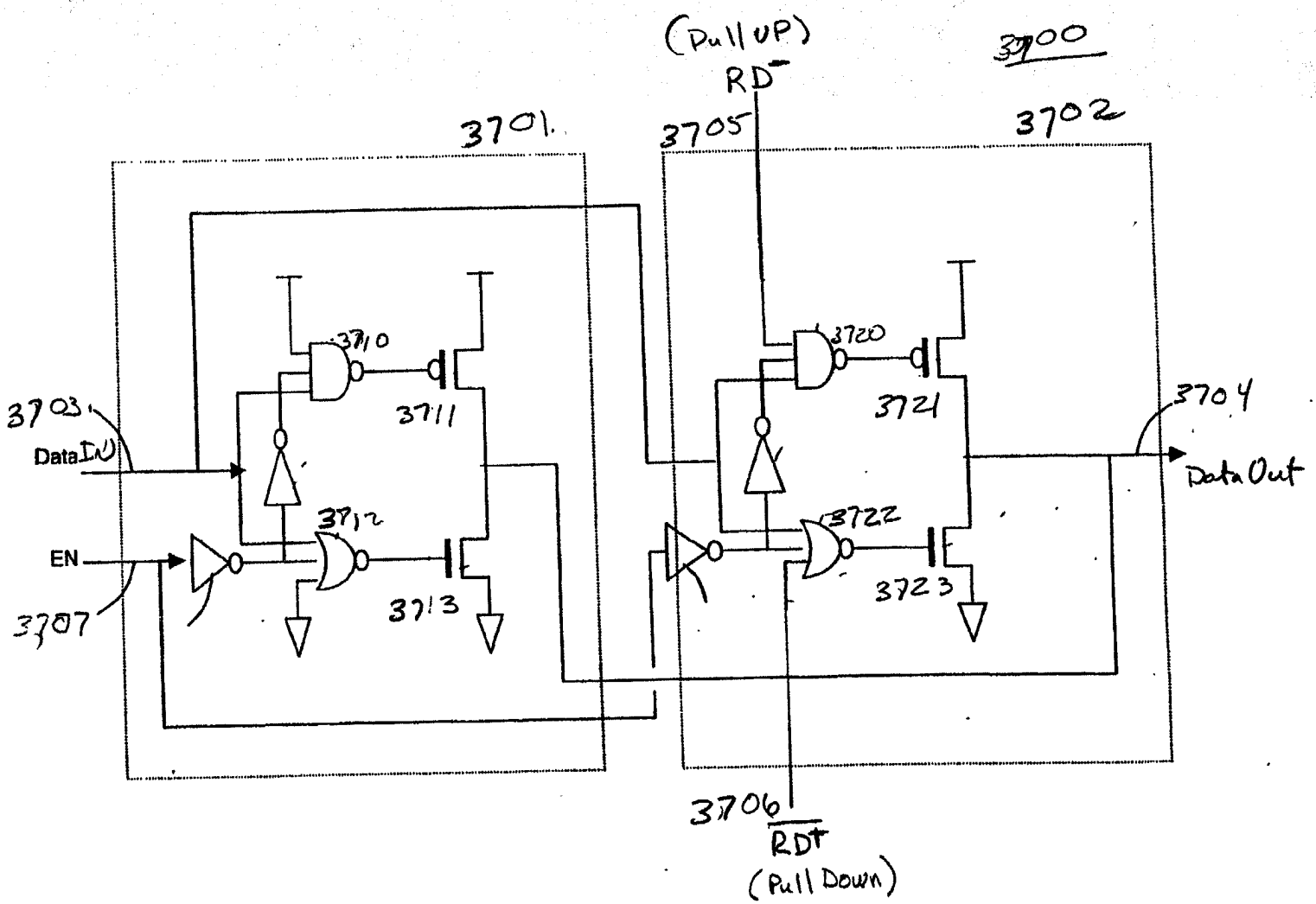


Fig 37B

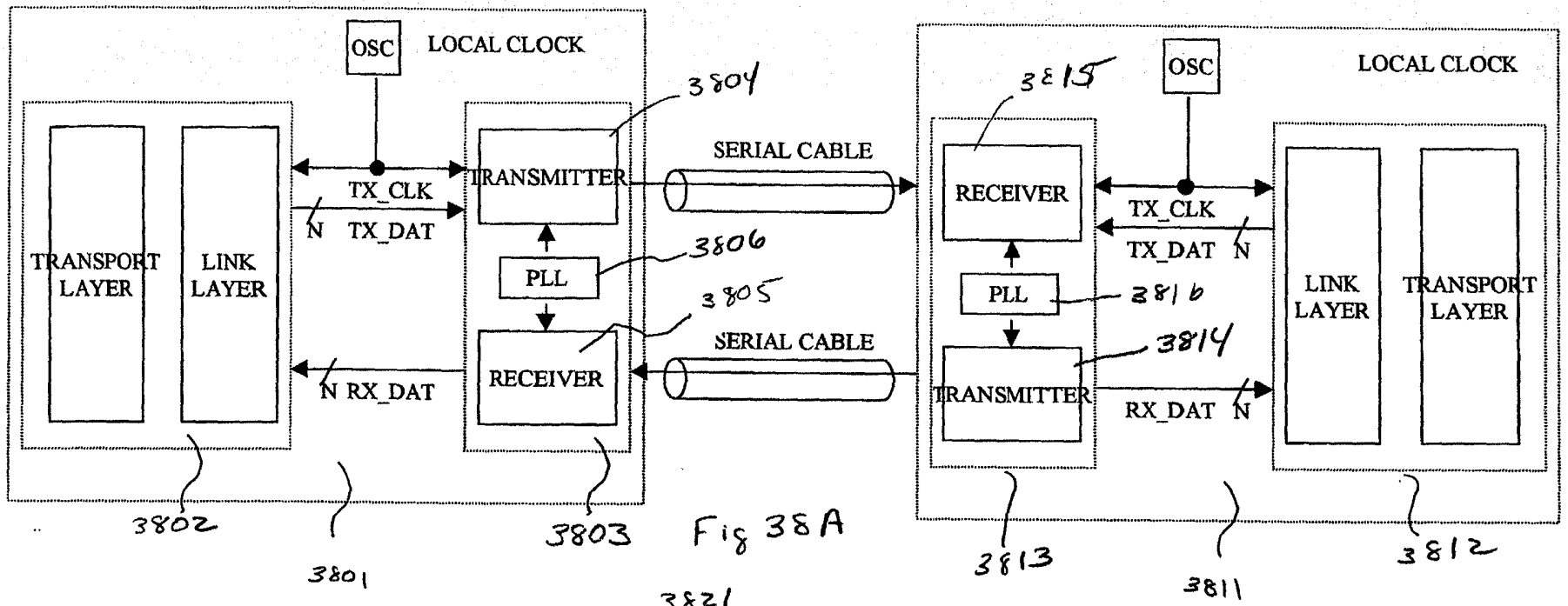


Fig 38A

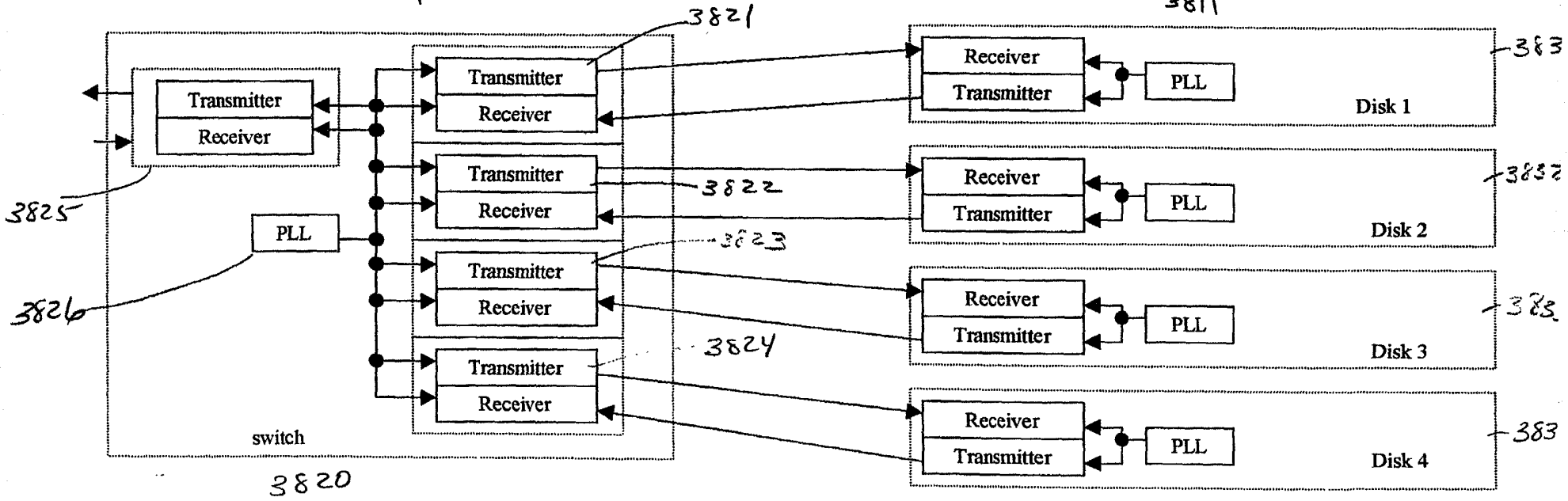


Fig 38B

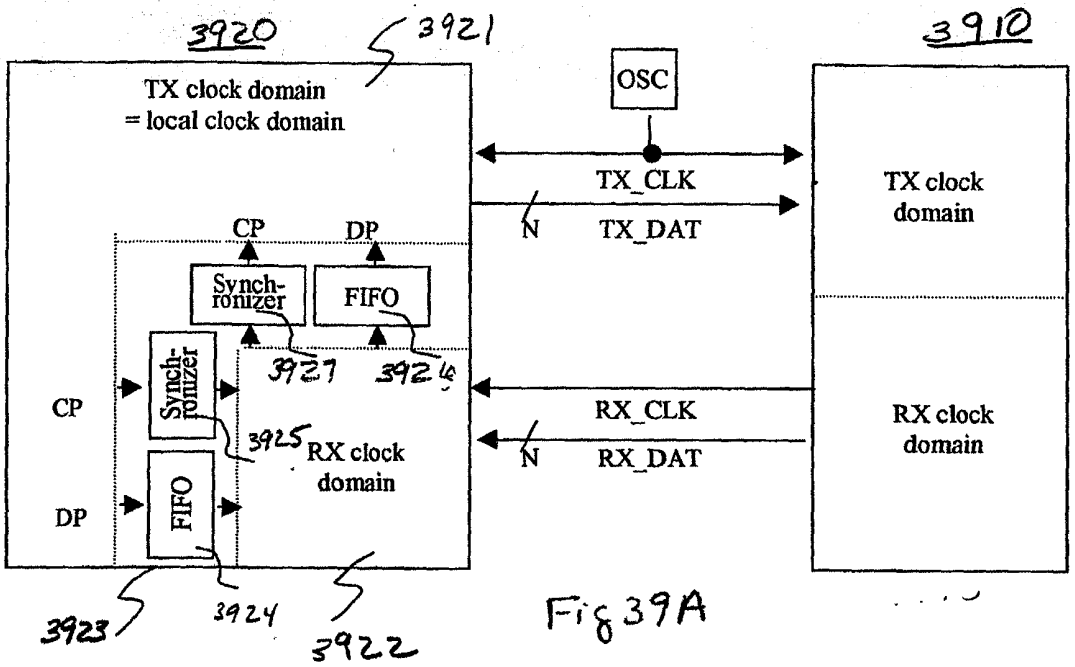


Fig 39A

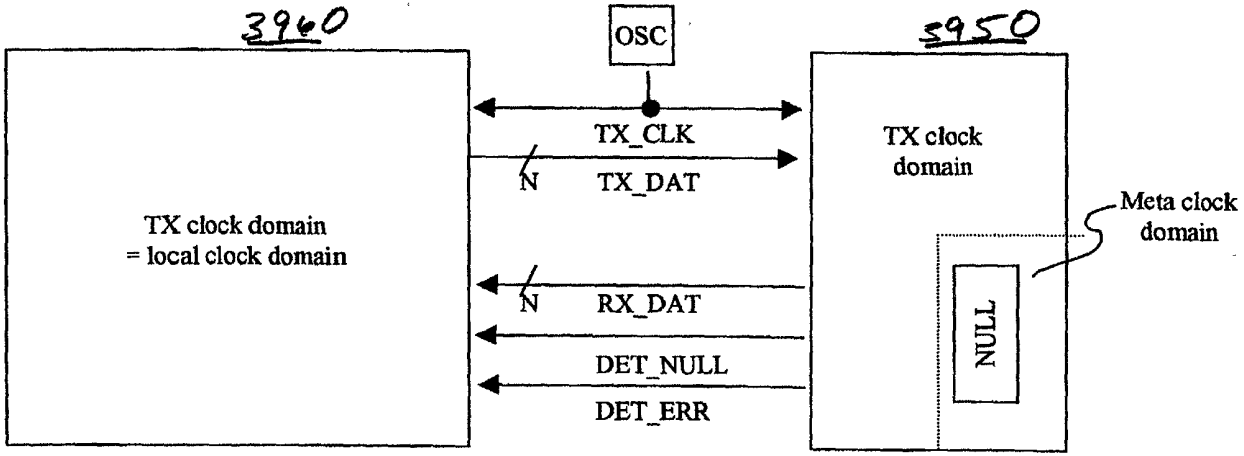


Fig 39B

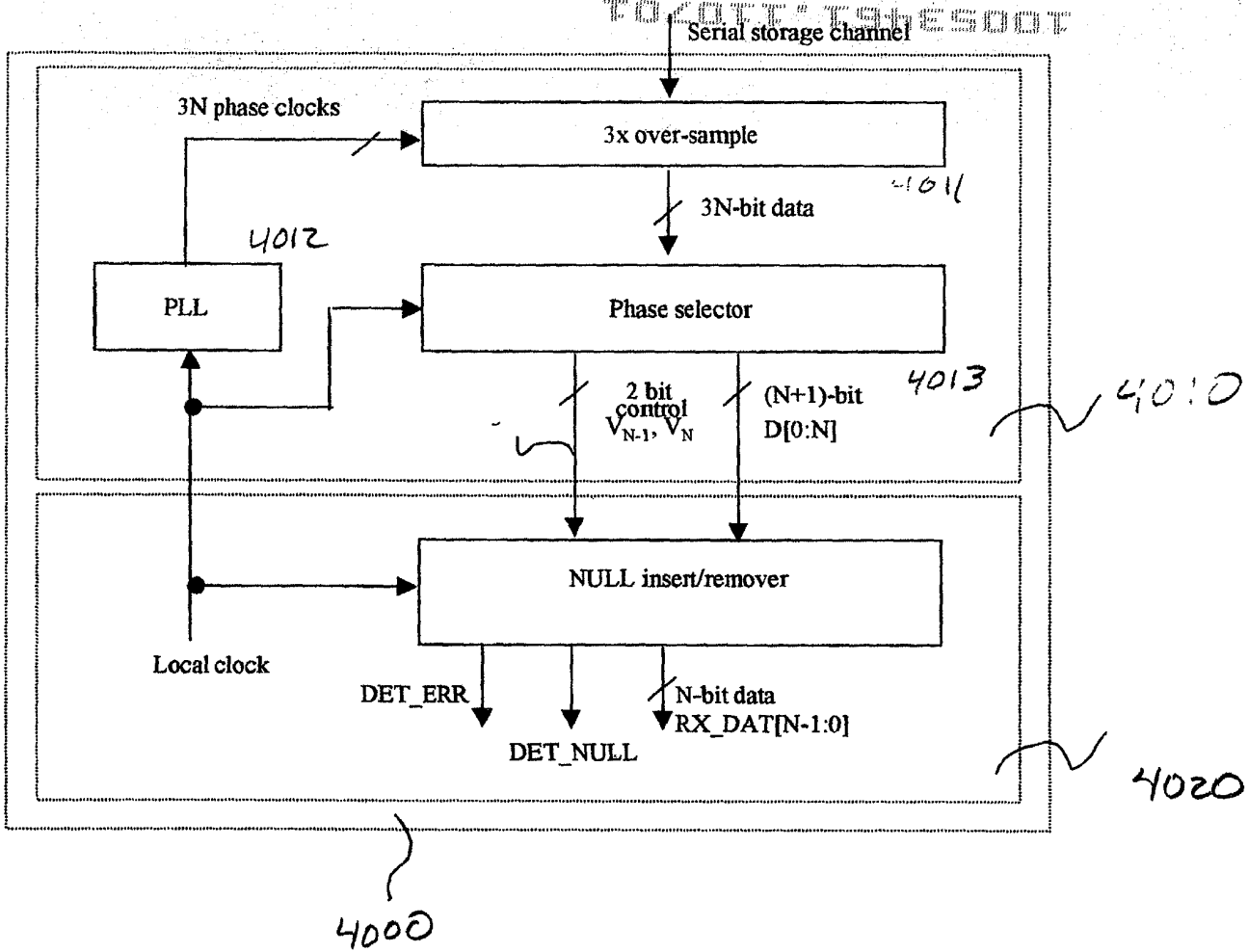

Serial storage channel
3N phase clocks
3x over-sample
4011
3N-bit data
4012
PLL
Phase selector
4013
2 bit control
V_{N-1}, V_N
(N+1)-bit
D[0:N]
4010
NULL insert/remover
Local clock
DET_ERR
DET_NULL
N-bit data
RX_DAT[N-1:0]
4020
4000

Fig 40

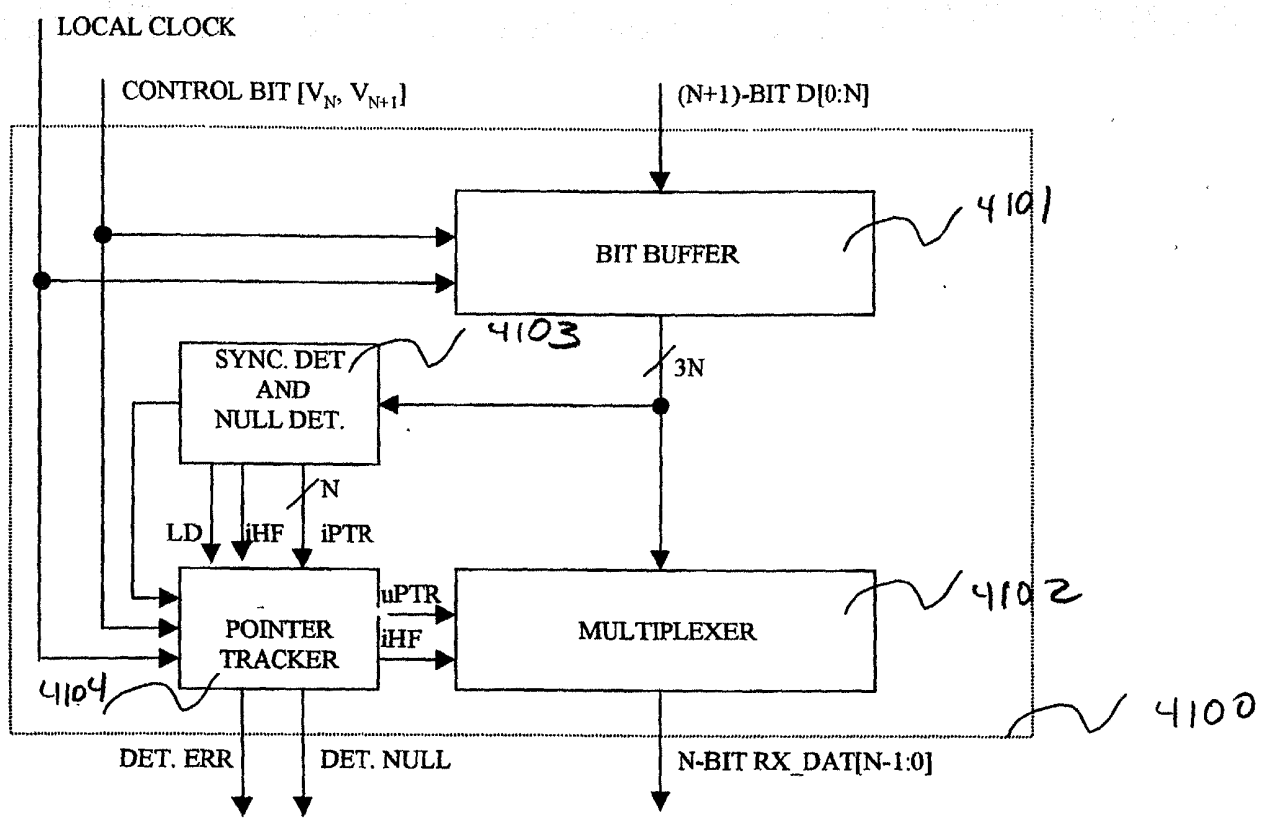


Fig 41

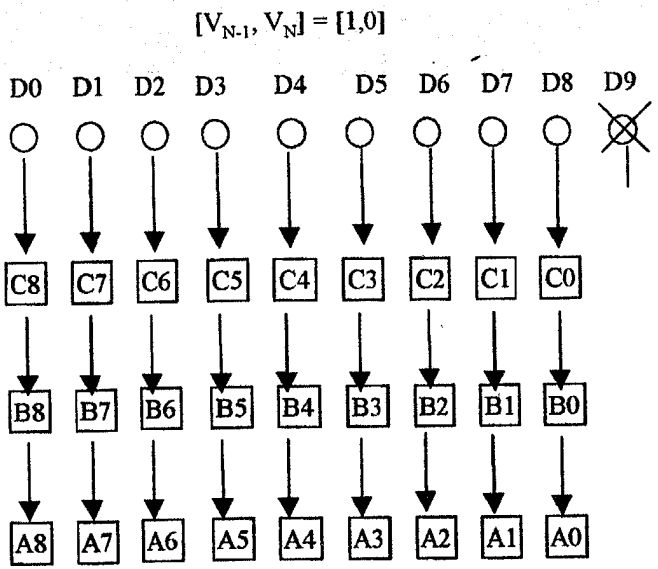


Fig 42A

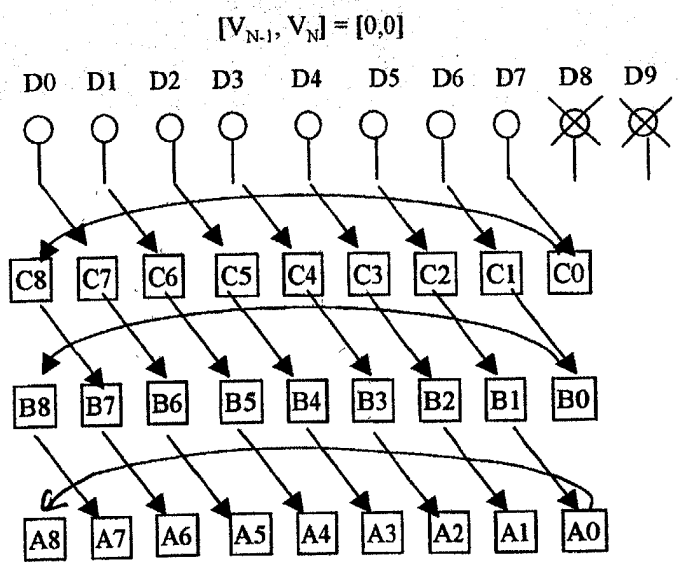


Fig 42B

$[V_{N-1}, V_N] = [1,1]$

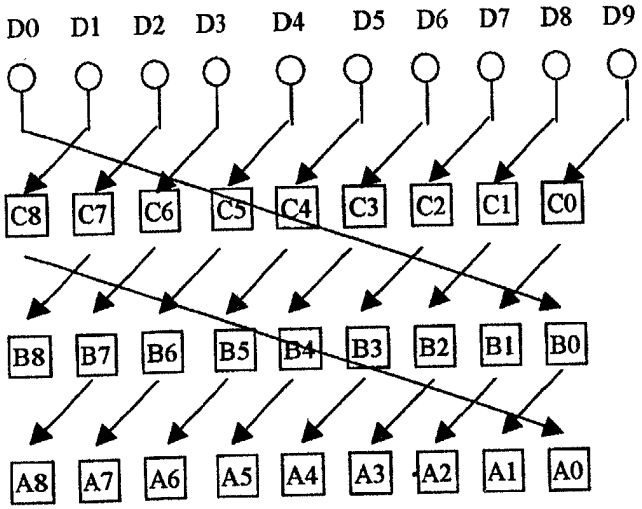


Fig 42C

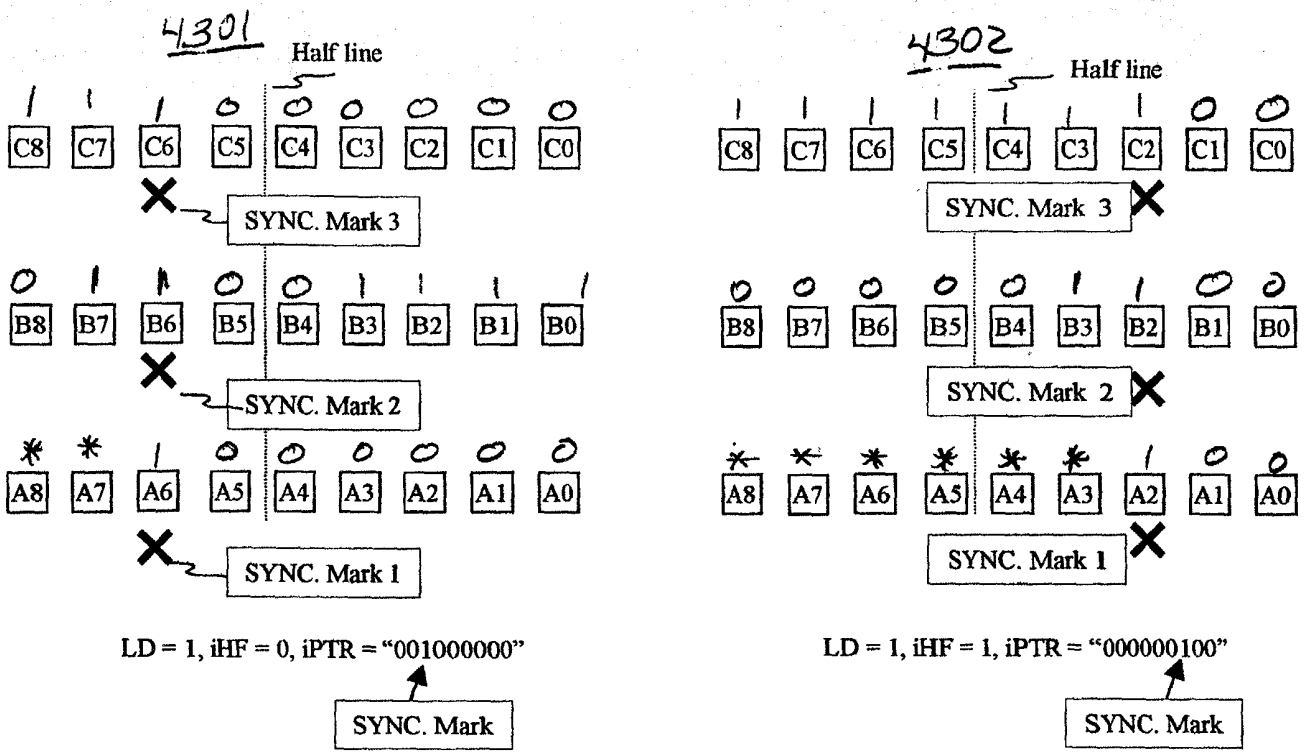
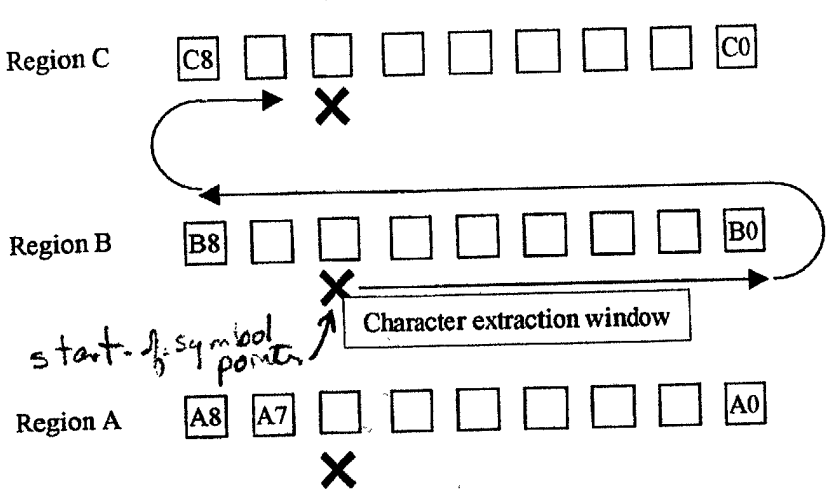
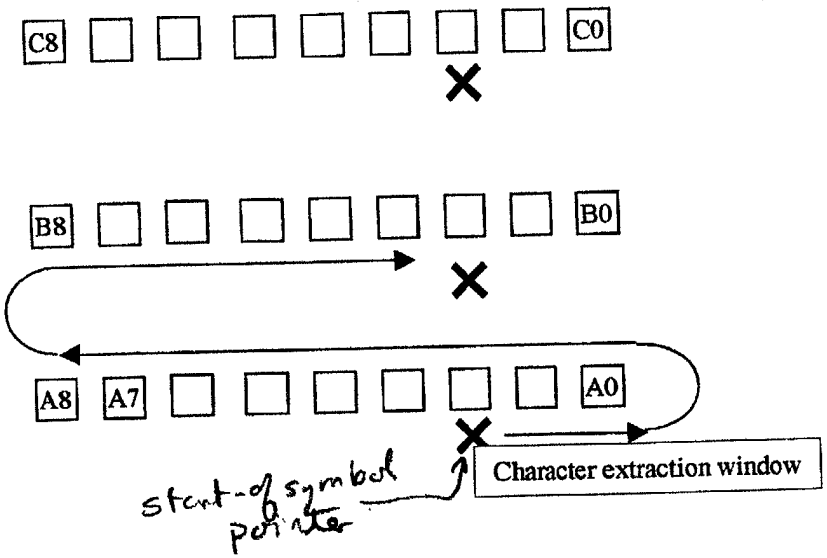


Fig. 43



LD = 1, iHF = 0, iPTR = "001000000"



LD = 1, iHF = 1, iPTR = "000000100"

Fig 44

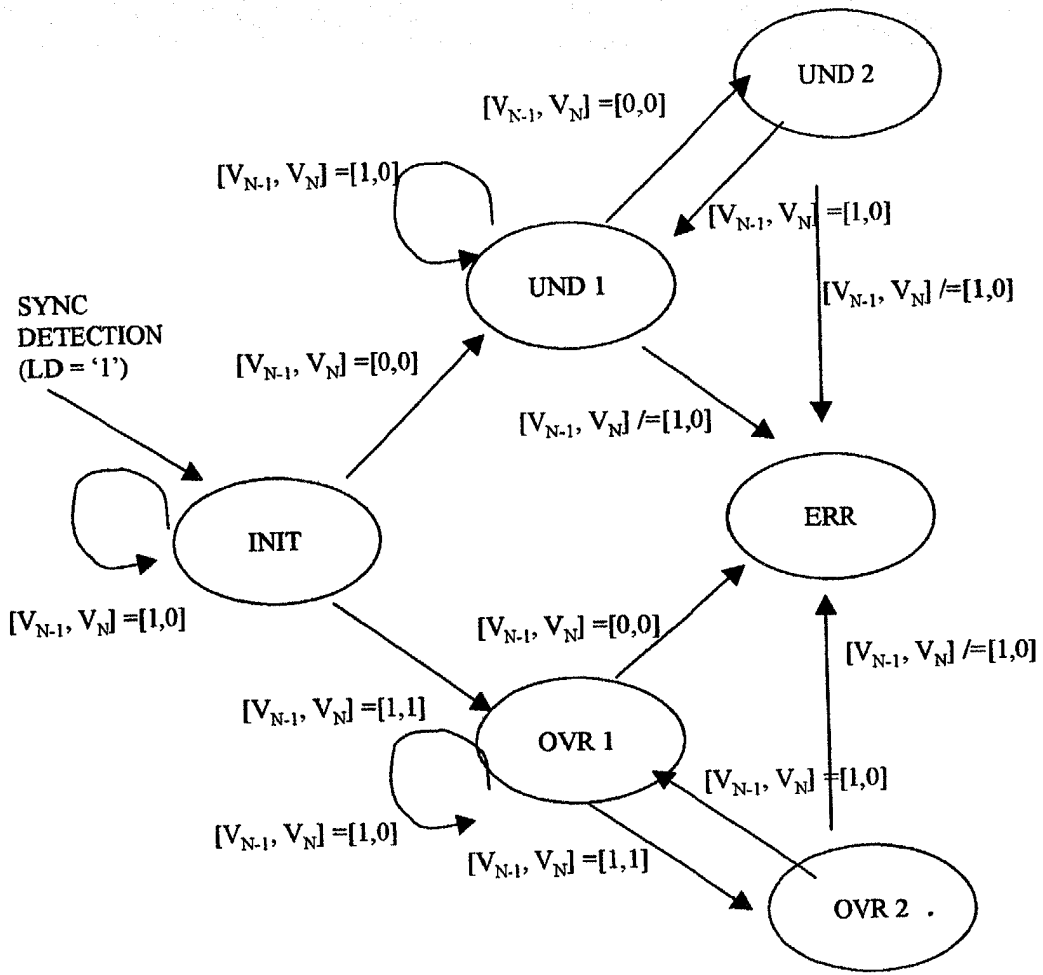


Fig 45

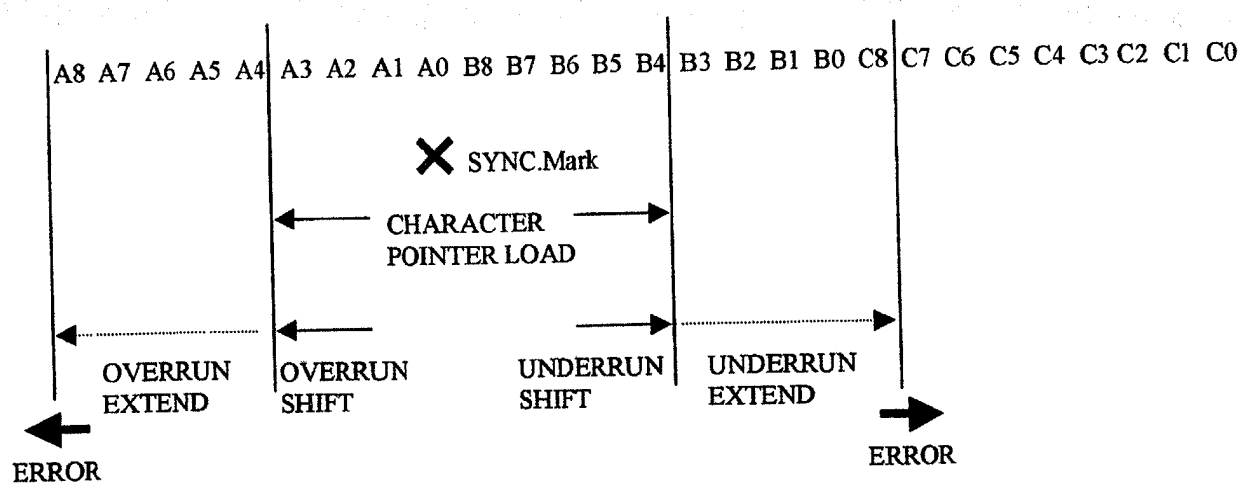


Fig 46

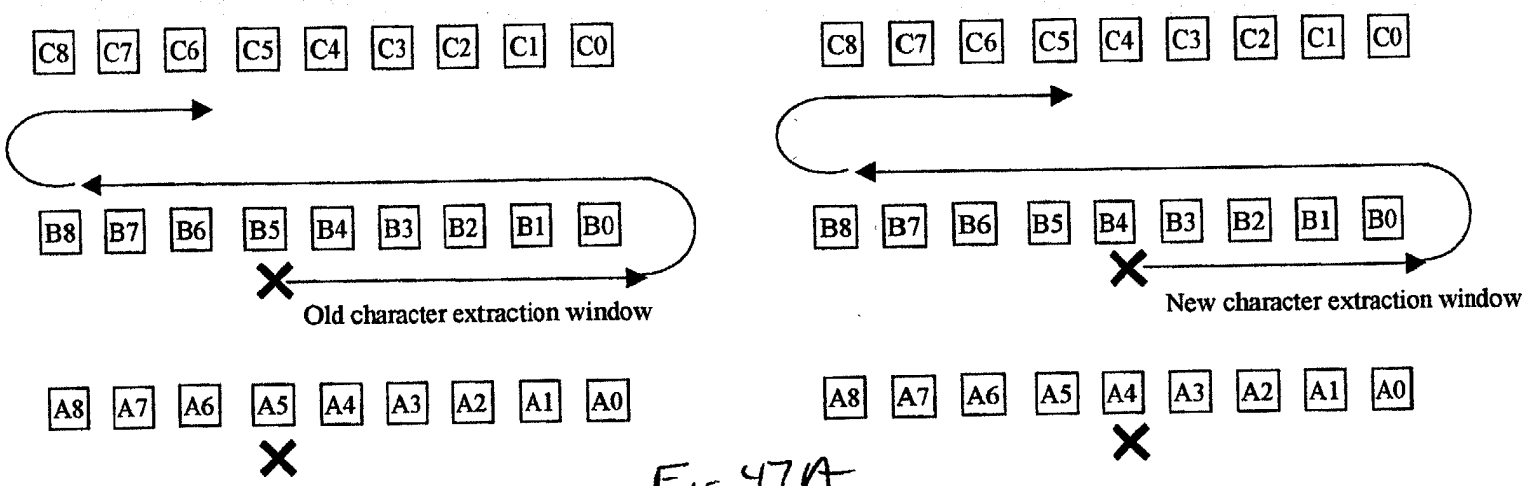


Fig 47A

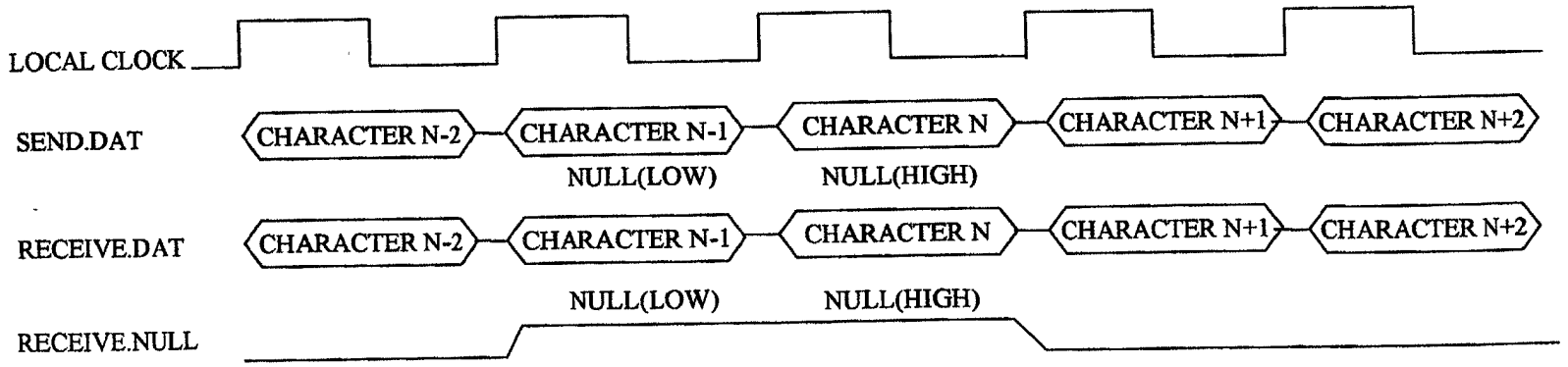


Fig 47B

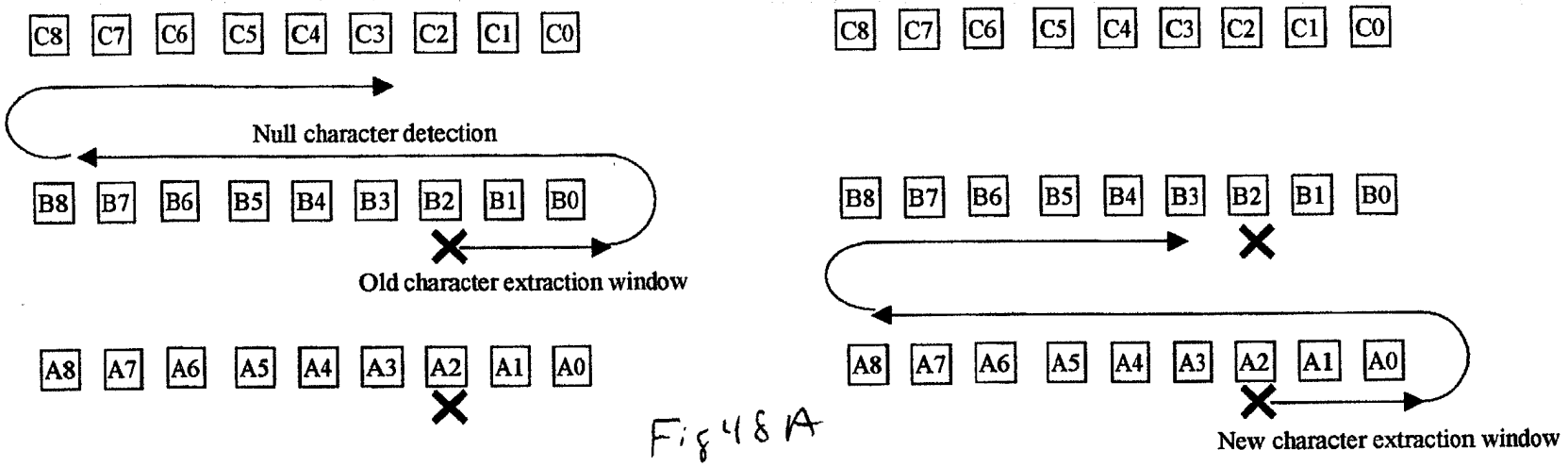


Fig 48A

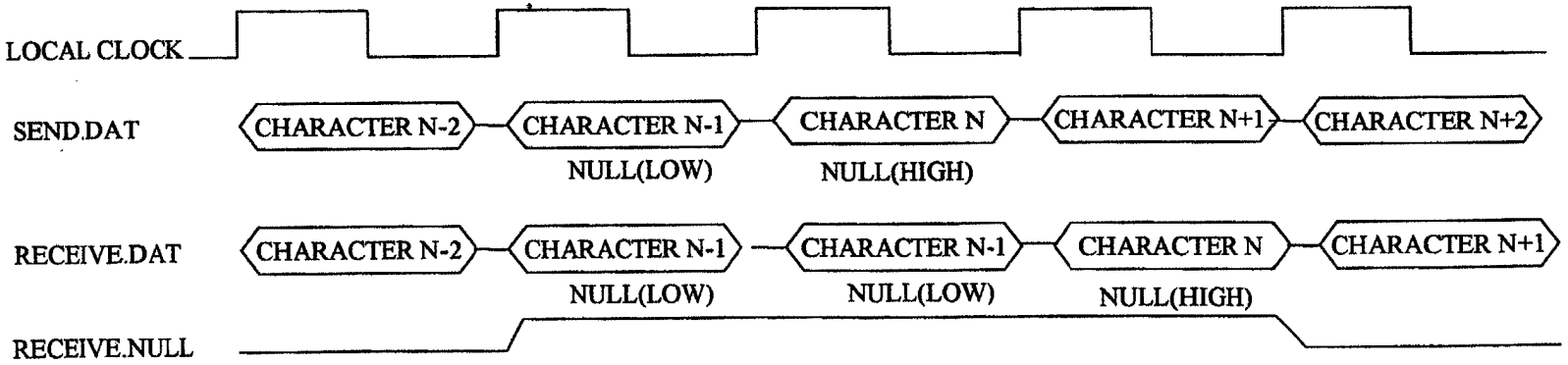


Fig 48B

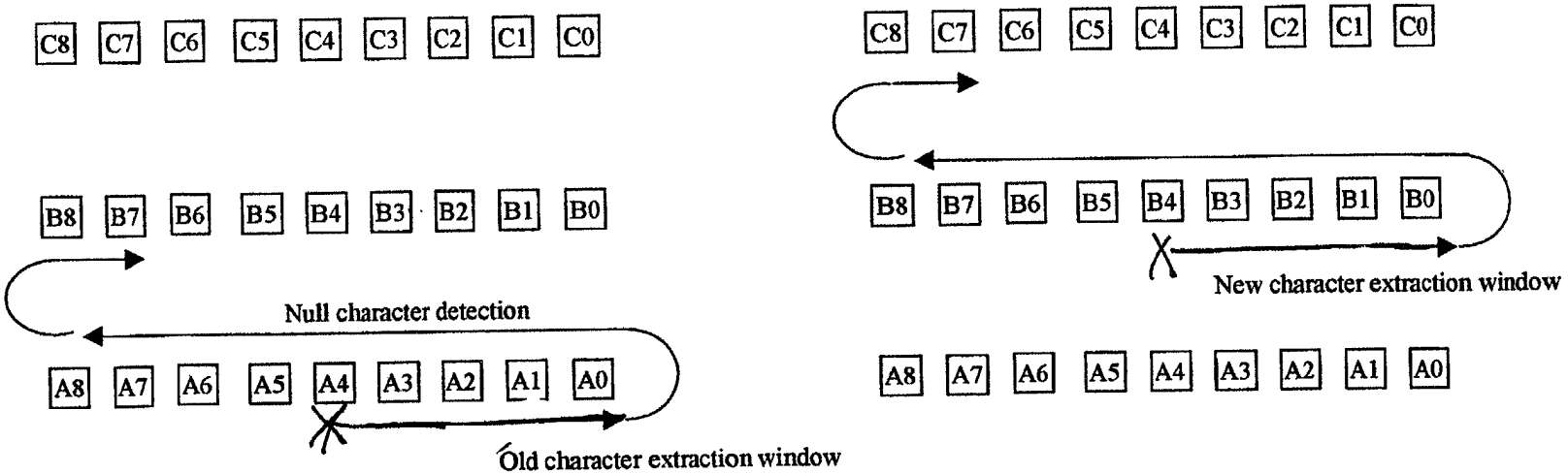


Fig. 49A

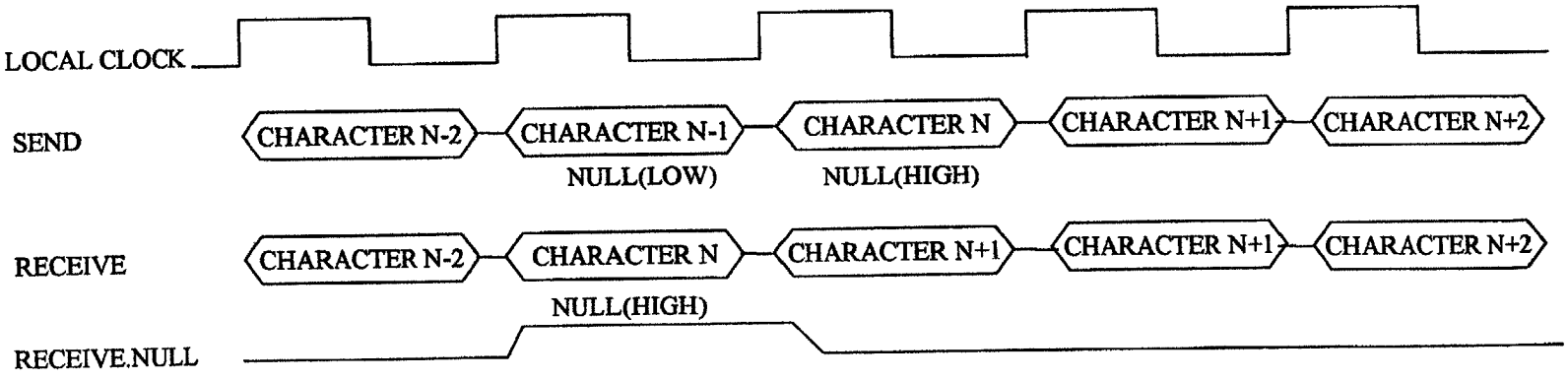


Fig 49B